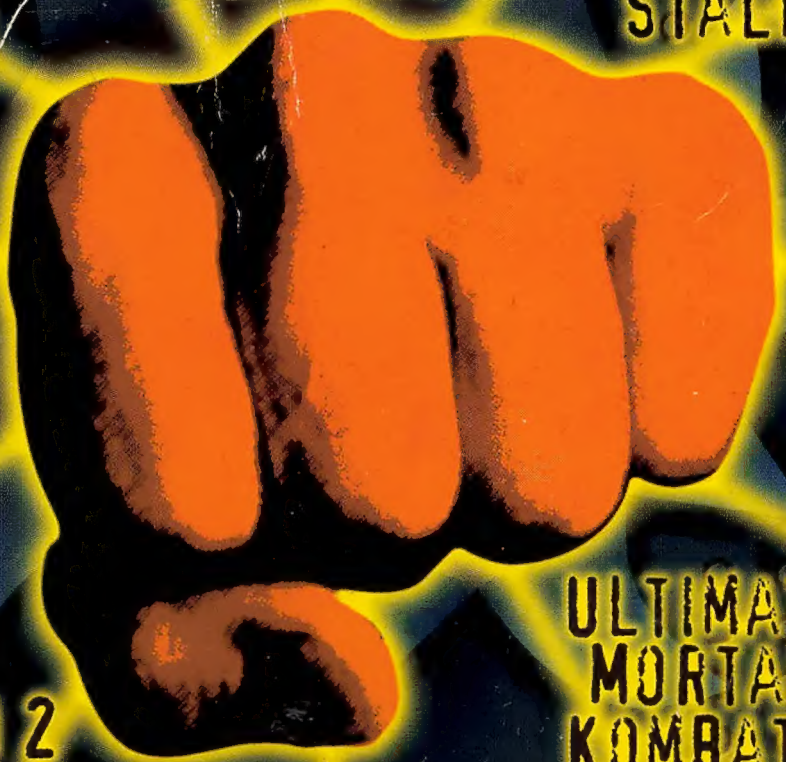
PRIMA'S

FIGHTING GAMES SECRETS

KILLER INSTINCT

SOUL EDGE

DARK STALKERS



WAR GODS

ULTIMATE MORTAL KOMBAT 3

TEKKEN 2

Cheats, Codes, & Strategies
FOR PLAYSTATION, SATURN, ARCADE GAMES

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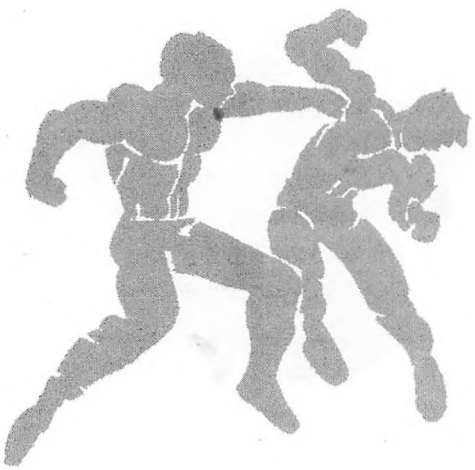
Fighting Games Secrets

IAN OSBORNE



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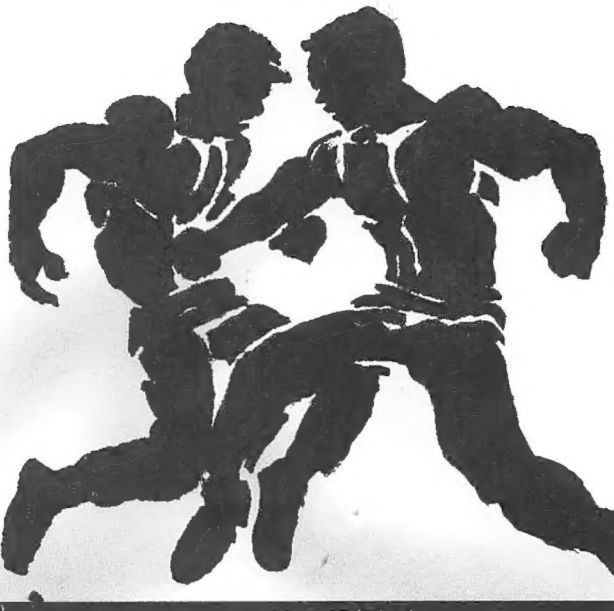


PART 1

The Games

Battle Preparation

Congratulations! You're looking at the greatest collection of fighting game tips ever to hit the shelves. If you've bought this book, you can look forward to demolishing your opponents in record time. If you're reading it in the shop, buy it—if you don't, your friends will and you'll never win another video fight. You have been warned!

Before we dive into the action, I'd like to spend a few minutes explaining the key terms used in this book.

COMBOS

A combo is a series of moves chained together. If the first attack hits and the combo is executed correctly, the rest of the blows cannot be blocked. Some games include combo breakers. These are moves specifically designed to interrupt (and often reverse) an opponent's combo. These are outlined in the individual game guides if they're included in a game.

Some combos are pre-programmed, i.e. the programmers anticipated a series of inputs and offer a response accordingly. Examples of games with preprogrammed combos include the *Mortal Kombat* series and *WWF The Arcade Game*. These combos function more like special moves than traditional combos in that they're pre-set automatic attacks and can't be customized by the player.

The more traditional type of combo, as pioneered by the *Street Fighter* series of games, is a sequence of attacks and/or special moves linked manually by the player. These types of moves are extremely versatile.

TIMING YOUR ATTACKS

Timing is always difficult when launching a special move. In our system, Low Punch+Hard Punch means you press both buttons together, while Low Punch, Hard Punch means that you press one button followed by the other.

Timing required varies from game to game, and sometimes even from move to move; it's impossible to give universal instructions. Where necessary, unusual use of the controls (e.g. *Tekken*'s liking for short taps and the speed demanded by

WWF and *Zero Divide*) are outlined in the Basic Brutality section of the relevant game. Fortunately, huge swings in input styles rarely, if ever, happen in the same game; when you've mastered your first couple of specials, the rest should come naturally.

MOVES WITHIN MOVES

Occasionally a game incorporates a set move into a combo or other move. Where this happens we describe the input in full, though in a few cases this would make the combo way too long to fit on the page. In such a case, we put the special in parentheses. For example:

* Mega Move: (Face Smash) Right Punch, →+Right Punch

To perform the Mega Move, you must first execute a Face Smash and then add the rest of the move.

STAYING STILL

This can be a problem with certain specials. For example, if you have to "Charge ←, →" (hold the control pad back for two seconds and then press forward), you might find your character walks so far back your foe is now out of range. For the record, "charge" means hold the button for a short length of time—usually 2-3 seconds—depending on the game. This problem can be solved by pressing ↙ instead of ←—your character crouches instead of retreating.

Another problem is the input that causes your character to leap into the air against your wishes, often invalidating the move you're trying to enter. If you execute a relatively slow move (e.g. a *Toshinden* Power Weapon) and enter the code while it's in full swing, you stay on the ground but your input is still recognized. An alternative method is to press Block (or whatever the game in question calls the defensive move). Obviously this is impossible if the required input is ←, but where a button press is used, this technique can prove very useful. This trick is sometimes essential when executing *Mortal Kombat* Fatalities.

Remember, all games are different; these handy hints won't work for every game in the book, but they're always worth a try.

NEUTRAL

One final point. If a move demands the input "neutral", (you will see this in the *Tekken* guides) just let the controller return to the center position, pushing in no direction at all. It's as simple as that...

So what are you waiting for? Let the battle commence!

Battle Arena Toshinden™

The jury's still out on whether this or its sequel, *Battle Arena Toshinden 2* is the better game. Some say the sequel, with its improved graphics and animation, is superior to the earlier outing. Others argue these "improvements" were made at the expense of playability, and the first game is the better one. Either way, the next two chapters offer you a complete breakdown on all the characters, including details, moves, and combos.

Basic Brutality

These moves can be performed by all characters.

Dash Forward: Tap →, tap →
Run Forward: Tap →, hold →
Back Step: Tap ←, tap ←
Roll Sideways: Tap ↓, tap ↓
Throw/Close Attack: (when close to opponent) ←+(Power Weapon/Power Kick)

The attack buttons are abbreviated in the combo listings to make them easier to follow. If a move is referred to as only a Kick or Weapon, then either version of the attack works, though they often produce slightly different results.

NOTE ON DESPERATION MOVES

These can only be executed when your energy bar is red and flashing. Secret moves can be performed at any time, but they're usually excruciatingly difficult to do.

EIJI SHINJO

Height	5' 8"
Weight	140 lbs
Age	21
Blood Type	A
Nationality	Japanese
Weapon	Magical Bakko Japanese Sword

SPECIAL MOVES

COMET STRIKE

↓↘→+Weapon

Power weapon version is faster and has a greater range.

VORPAL SPIN

→↓↘+Weapon

Speed weapon version is performed on the spot; the power attack starts with a forward dash.

SHOOTING STAR

(While jumping) ↓↙←+Kick

Power kick version is slower but hits harder. Range depends on how high you are when the move is executed.

SLIDING SCYTHE

↘+Kick

Again, Speed attacks are faster but less powerful. Both attacks knock your foe to the ground, but recovery time is identical.

Eiji's Sliding Scythe brings down an opponent.

DESPERATION MOVE

HYAKKI MOSHUU KEN

→↘↓↙←↙↓↘→

+Power Weapon

If successful, this move takes just under half a full energy bar.

SECRET MOVE

↑↓↑↓→←→←
+Power Weapon
Execute a Power Weapon before starting the move to stop your fighter leaving the ground. The fireball offered by this secret move is only slightly stronger than the regular one, and hardly worth the effort involved in executing it.

COMBOS

KICK/SLASH
SK, PW

TRIPLE KICK
SK, SK, SK

TWO KICKS
SK, PK

TRIPLE STAB
SW, SW, SW

RISING SLASHES
↓+SW, SW, PW

KICK AND SWEEP
SK, ↓+PK

KICKS AND SLIDING SCYTHE
SK, PK, ↘+K

WEAPON STRIKES
SW, SW, PW

TWO KICKS/SLASH
SK, SK, PW

RISING BOOTS
↓+SK, SK, PK

KAYIN AMOH

Height	5' 9"
Weight	141 lbs
Age	22
Blood Type	AB
Nationality	Japanese-Scottish
Weapon	Excalibur, the Legendary Sacred Sword

SPECIAL MOVES

SONIC SLASH
↓↘→+Weapon
The Power version of this fireball missile attack is slower and harder than the Speed one, but, like most projectiles in the game, Kayin's Sonic Slash is slow and easy to leap over at medium to long range.

DEADLY RAY
→↓↘+Weapon
Very similar to Eiji's Vorpal Spin. Again, the Power version starts with a dash.

RISING SUN
(While jumping) ↓↙←+Kick
Kayin performs a fiery flip kick. The speedy version is less powerful and also causes him to drift back as he lands.

SLAM SPLITZ
↓↙←+Kick
There's no major difference between the Power and Speed versions of this move.

DESPERATION MOVE

HELL'S INFERNO
→↘↓↙←↙↓↘→
+Power Weapon
This starry number combines most of Kayin's special moves into one deadly package. If the first blow lands, it cannot be cut short by your opponent.

SECRET MOVE

→↘↓↙←↙←→←+both Kick buttons
Kayin releases a series of Split Kicks followed by a Fiery Kick. It takes a lot of practice to perform, but eventually becomes instinctive.

COMBOS

TRIPLE KICK
SK, SK, SK

FOUR SLASHES
SW, SW, SW, SW

KICK COMBO
SK, PK

WEAPON COMBO
SW, PW

KICK AND STRIKE
SK, SW, PW

SLASH SPLITS
SW, PW, ↓↙←+K

THREE KICK STRIKE
SK, SK, PK

THREE WEAPON STRIKE
SW, SW, PW

KICK AND SWEEP
SK, PK, ↓+PK

WEAPON AND SWEEP
SW, PW, ↓+PK

SOFIA

Height	5' 7"
Weight	111 lbs
Age	24
Blood Type	A
Nationality	Russian
Weapon	Whip

Kinky or what? Sofia's Rattlesnake is great against advancing opponents.

SPECIAL MOVES

THUNDER RING
↓↙←+Weapon
Sofia's missile move. The Power move is actually *faster* than the Speed one, and has a better range too.

RUSSIAN REVOLUTION
→↘↓↙←+Weapon
Sofia spins, striking as she turns. The Power version has a better attack range.

RATTLE SNAKE
↓↘→+Weapon
The Russian agent cracks her whip for multiple strikes. Both versions of this move have similar ranges, but the Power version lasts longer. Use it if you're confident of hitting your opponent.

SCORPION KICK
↓+Power Kick
(close to opponent)
Sofia arches her spine and kicks backward over her head.

LAUGH TAUNT
→↘↓↘→←↓
+(Power Weapon+Speed Kick)
Not an attack as such, but a great way to poke fun at human opponents. Can be interrupted with a button press.

DESPERATION MOVE

COSSACK SPIN
→←→←+Power Weapon
Not much of a Desperation Move. This starry version of the Russian Revolution does relatively little damage.

SECRET MOVE

↘↓↙↓↘←→↓+(Power Weapon+Power Kick)
A fiery version of the Rattlesnake that does a fair amount of damage.

COMBOS

TRIPLE KICK
SK, SK, SK

KICKING RATTLESNAKE
SK, PK, ↓↘→+W

DOUBLE WHIP
SW, PW

KICK SWEEP
SK, ↓+PK

KICK STRIKE
SK, SK, PK

KICK WHIP
SK, PW

RUNGO IRON

Height	6' 4"
Weight	204 lbs
Age	30
Blood Type	A
Nationality	American
Weapon	Huge Club

SPECIAL MOVES

FIRE PUNCH
↓↘→+Weapon
Rungo's missile move hugs the ground. It's faster than most and, surprisingly, the Power version is the quickest of the two.

STEAM HAMMER
→↓↘+Kick
This move hits on takeoff. The Power version causes Rungo to jump further—use it to leap over your foe if you wish, but don't leap out of the ring.

HOME RUN
→↘↓↙←+Weapon
A great double-hit attack. The Power version has more range.

FIRE WAVE
↓↘→←+Weapon
The fast version is great for stopping leaping fighters. The Power one isn't much use at all.

DESPERATION MOVE

DAICHI HYAKUSAI
←↙↓↘→↘↓↙←
+Power Weapon
Rungo strikes the ground, producing a sheet of flame that's almost impossible to avoid. The attack inflicts a reasonable amount of damage and is quick to execute.

SECRET MOVE

↗↑↖←↙→←↓
+(Power Weapon+Power Kick)
They certainly make you work for your secret moves in this game. Use a Power move at the start of this move to stay on the ground.

COMBOS

OUT CLUBBIN'
SW, PW

FIRE BLUDGEON
PK, ↓↘→+W

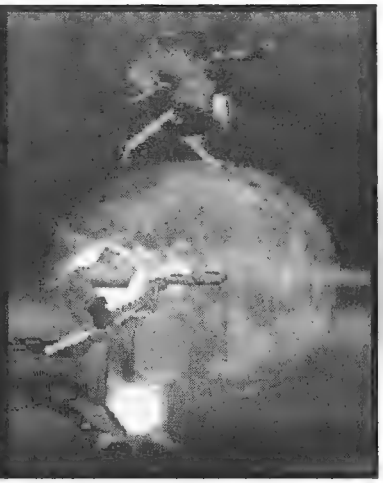
WEAPON TRIP
SW, ↓+PK

KICK TRIP
SK, ↓+PK

FO

Height	5' 0"
Weight	106 lbs
Age	106
Blood Type	AB
Nationality	Chinese
Weapon	Iron Claw - Konsou Gakka, Assassin Weapon of the Dark Mist

Fo's Thunder Storm is powerful but slow. To find out how to get these alternate costumes, check out the cheats section at the end of the chapter.



SPECIAL MOVES

THUNDER BALL
→↘↓↙←+Weapon
The Power version leaves you vulnerable during execution and telegraphs your intentions, but is a great way of stopping charging foes.

BANSHEE SHRIEK
↓↙←+Kick
The Speed version of this leaping move lands you in front of your foe, the Power version behind him/her, and further away as he/she rises. Be careful not to ring out.

THUNDER STORM
(While jumping)
→↘↓↙←+Weapon
A blue energy ball is released under Fo—ideal for stopping leaping enemies.

ROLLING THUNDER
←↙↓↘+Weapon
Fo rolls forward on top of a blue energy ball. It's hard for an opponent to jump over, but it can be done by landing on Fo.

POWER SLIDE
↓+PW
Fo slides along the ground and hits his target.

LAUGH TAUNT
→↘↓↘→←↓
+(Power Weapon+Speed Kick)
Like Sofia's taunt, this little number isn't an attack. Don't bother using it against the computer; it won't appreciate the humor.

DESPERATION MOVE

ROLLING THUNDER
→←↙↓↘→←
+Power Weapon
Fo releases several energy balls. These travel faster than his usual energy attacks.

SECRET MOVE

Speed Kick, Speed Weapon, Power Weapon, Power Kick, ←→←→ +(Power Weapon+Power Kick)
Fo turns around and um... farts at his opponent. This is one of the simplest secret moves in the game.

COMBOS

TWIN CLAW
SW, SW (You have to be quick.)

TWIN KICK
↓+SK, PK

KICK SWEEP
Hold ↓, SK, PK

STRIKE SLIDE
Hold ↓, SW, PW

KICK SLIDE
Hold ↓, SK, PW

POWER SLIDE
PW, ↓+PW

SUPER STRIKE SWEEP
SW, SW, ↓+PW

MONDO

Height	5' 10"
Weight	146 lbs
Age	42
Blood Type	AB
Nationality	Japanese
Weapon	Spear - Seiryu Yari (Green Dragon Spear)

SPECIAL MOVES

TORNADO FORCE
→↓↘+Weapon
A spinning attack. The Power version takes you far higher than the Speed option.

EYE OF THE STORM
←↙↓↘→+Weapon
Mondo spins his spear while

creeping forward. Because most of Mondo's moves are only useful at long range, foes often move in close. This is where the Eye of the Storm proves its worth. The Speed version doesn't last as long as the Power option.

LIGHTNING BOLT
(While jumping)
↓↘→+Weapon
Sends a ball of fire groundward. The Speed version hits at medium range, the Power move hits long distance.

HIGH BURNING SPEAR
↓↘→+Weapon
A lunging spear strike with good attack range. There's little difference between Power and Speed versions of the move.

LOW BURNING SPEAR
↓↙←+Weapon
As above, but the spear strikes along the ground. It strikes under high blocks.

Mondo's Lightning Bolt—a curious name for a downward fireball.

DESPERATION MOVE

CHORIKI DAIBUTSUMETSU
↓↘→↓↘→←
+Power Weapon
mondo spins into the air and spits a fan of flames that's very difficult to avoid.

SECRET MOVE

→↗↑↖←→↘↓+(Power Weapon+Power Kick)
A burning version of the Tornado Force. This is one of the easiest secret moves to execute.

COMBOS

DOUBLE SPEAR
SW, SW

HEAVY SPEAR
SW, PW

FAST KICKS
SK, SK

SPEED AND POWER
SK, SK, PK

TWO KICKS
↓+PK, PK

DUKE B. RAMBERT

Height	6' 2"
Weight	166 lbs
Age	29
Blood Type	A
Nationality	French
Weapon	Two-Handed Sword – Demier Vancour

SPECIAL MOVES

SALVATION STRIKE
←→↘↓+Weapon
A great pummeling dash. The Power version finishes with a Somersault Slash.

COUP DE GRACE
↓↘→+Weapon
There isn't much difference between the two versions of this move. Both are a turn followed by an overhead strike, and both hit twice at close range.

HELM CRUSH
(While jumping)
↓↘→+Weapon
This move doesn't lack power, but it's difficult to aim properly. Not the most useful of Duke's moves.

OGRE SLASH
→↙↓↘+Weapon
A mighty sword swing. A powerful move that's easier to execute than it first appears.

DESPERATION MOVE

THE END
↙↓↘→←+Power Weapon
A mighty, flaming version of Death—well worth a try if your energy bar's flashing.

COMBOS

DOUBLE CUT
SW, SW

DOUBLE PUMMEL
SK, SK

MEGA PUMMEL
SK, SK, SK, SK

ELLIS

Height	5' 1"
Weight	102 lbs
Age	16
Blood Type	O
Nationality	Turkish
Weapon	Dirk

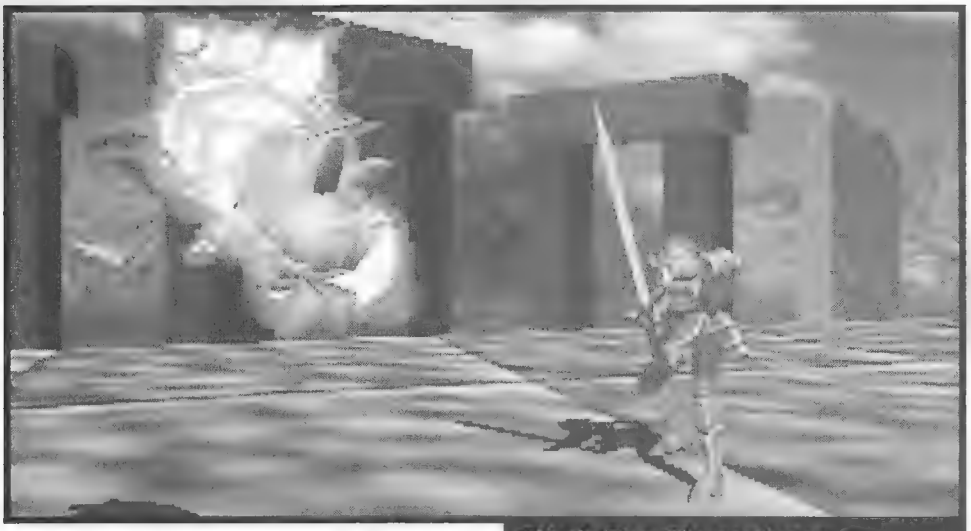
SPECIAL MOVES

FIRE FLY
↓↙←+Kick
Ellis flies around the ring, confusing her foe. The Speed version has a shorter duration.

ELECTRIC JET
→↓↘+Weapon
The Speed version of this move is a fiery leap. The power move is a dash and leap. Ellis is dangerous for as long as she burns.

FLAMING BACK FLIP
(While jumping) ↓↙←+Kick
A burning midair flip kick.

SWALLOW DIVE
(While jumping)
↓↙←+Weapon
Ellis turns herself into a human torpedo and fires at her foe. There's little difference between the two variations of the moves.



Eliss's Fire Fly confuses opponents.

DESPERATION MOVE

FRENCH KISS
→←→←+Weapon
Ellis turns into a ball of flames and scalds her foe with punches and kicks. A very effective Desperation Move.

SECRET MOVE

↘↓↙↓↘←→↓+(Power Weapon+Power Kick)
A flurry of powerful blows. Practice this move, then use it wisely.

COMBOS

MULTI-STAB
PW, PW, PW

KICK, SLASH
SK, SW

HEAVY HITS
PK, PW

HIT-'N'-BURN
PW, →↓↘+PW

BOOT-'N'-BURN
PK, →↓↘+PW

HIDDEN CHARACTER-GAIA

SPECIAL MOVES

FULL STEAM
←↙↓↘→+Weapon
Fireball attacks. The Power version travels further and lasts longer.

ENERGY ATTACK
→↓↘+Weapon
A stream of energy bursts forth. Both versions have great range. The Speed attack is faster and therefore more difficult to avoid, but the Power one carries more weight. The latter is also good for forcing ringouts.

ARM BLAST
→↘↓↙←+Kick
This green energy attack has no range at all, but is great for counterattacking an opponent moving in for a throw. The Speed version has a shorter duration.

DESPERATION MOVE

→↘↓↙←→
+Power Weapon
Gaia releases a mighty power vortex. This move is slow, but very effective.

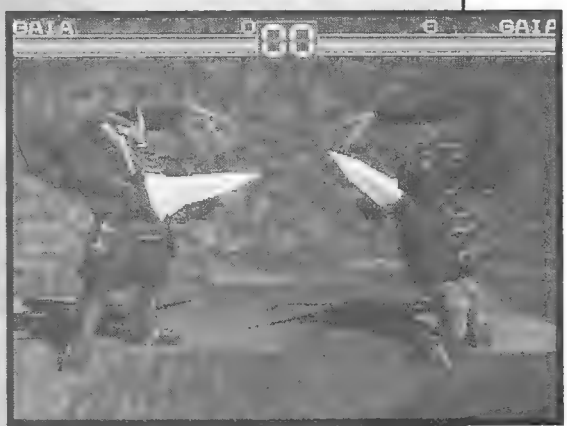
Cheats

PLAY AS GAIA

At the title screen, when the words come sliding from the sides onto the screen, press ↓↙← on the control pad and hit Speed Weapon. You hear the word "FIGHT!" confirming the code has worked. Now go to the character select screen, hold ↑ on Eiji, and hit any attack button. You can now play as Gaia.

SELECTING CHARACTER COLORS
You can select alternate costume colors by highlighting a character and pressing the Select button.

This way, in a two-player game you can make both players play the same character using the same outfit. Confusing or what?



To play as Gaia go to the title screen, press ↓↙← on the control pad, and hit Speed Weapon. Hold ↑ on Eiji at the character select screen and then hit any attack button.

Battle Arena Toshinden 2™

There are better beaters around than this 3D Japanese offering. The game suffers from an over-complicated control system that makes special moves incredibly difficult to execute in battle. Also, you can beat the game using a single move—I finished it on Level Eight using nothing but Sho's Double Fireball attack. On the positive side, the characters are interesting and the special moves have great animation. *BAT2* is not a disaster by any means, but you won't play it for months.

Basic Brutality

These moves are used by all characters:

MOVING AND ATTACKING

Dodge Left/Right: L1 or L2 (can be assigned to other keys)
Run Forward: →→
Run Backward: ←←
Running Sidestep: →→, then hit the Dodge key.

Running Weak Slash: →→**WS**
Running Hard Slash: →→**HS**
Running Weak Kick: →→**WK**
Running Hard Kick: →→**HK**

Although these moves are common to all characters, the actual attack and its effective range are different.

Taunt: Select Button. This raises your foe's overdrive meter. Once you start a taunt, you cannot block until it's finished, executing a move wil end your taunt early, unless you're playing as Ellis. Her taunt is the only one that actually causes damage (if the enemy is close enough), and cannot be stopped once started.

GETTING OFF THE GROUND

Use these moves to get back on your feet when floored;
Roll Forward and rise: →→
Roll Backward and rise: ←←
Roll Sideways and rise: tap L1 or L2

ATTACKING A FLOORED FOE

Use these attacks when your enemy is floored, but after he or she has finished tumbling;
Pounce Attack (close range): HS+HK together.
Weapon Strike (long range): WS+WK together.
Duke, ever the gentleman, cannot attack a floored enemy. Instead, a long-range attack is replaced by a taunt.

MEET THE FIGHTERS...

These are the characters available at the start of the game. Bonus characters and bosses, available by using cheat codes, are outlined later. Overdrive moves can only be executed when your overdrive meter is flashing.

CHAOS

BASIC MOVES

CRAB WALK
→↓↘, then WK or HK. Press any button to stop again.

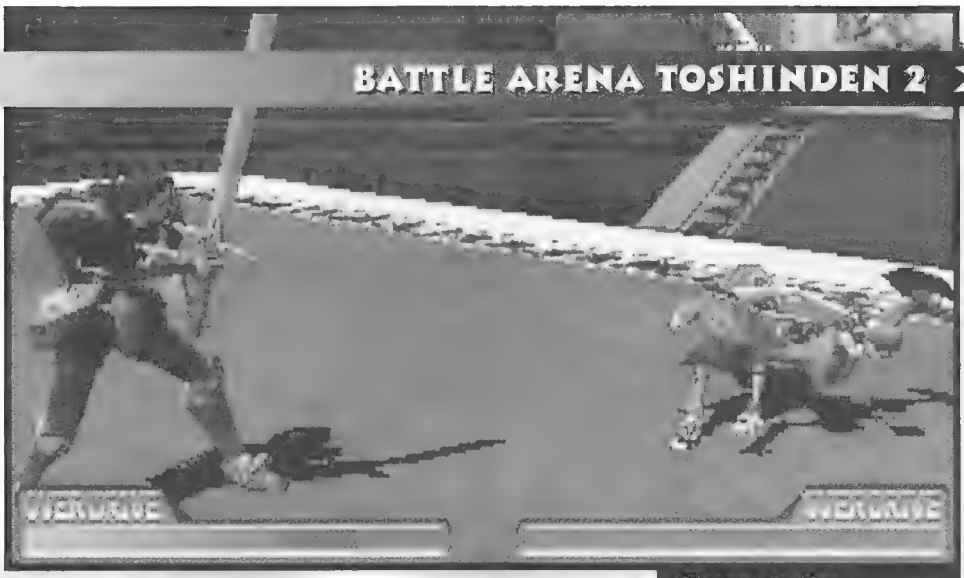
DIVING SICKLE ATTACK
↙↓↘→, then WK or HK

HORIZONTAL FLIGHT
HK while in the air

POISON BREATH
↓↘→, then WS or HS

SONIC PULSE
↓↘→, then WS or HS. Only available in the air

SPINNING DEATH
→↘↓↙← (hold ←) then WS or HS



Chaos is the weakest character in the game.

DASH ATTACKS

CUTTING DRILL
→, →, WS

GROUND ROLL
→, →, WK

WIDE SLICE
→, →, HS

LUNATIC TORPEDO
→, →, HK

DOWNED OPPONENT

GROUND SLASH
WK+WS

ELBOW DROP
HK, HS

SECRET MOVES

FLAMING GROUND STRIKE
→↘↓↙←↓↘→, then WS+HK

FLAMING PALM SHOT:
→↘↓↙←→←→, then WS+HK

OVERDRIVE MOVE

ROTATING SONIC PULSE
WS+HS+WK+HK

DESPERATION MOVE

CHARGING FLAME SICKLE
←↙↓↘→↘↓↙←, then HS

COMBOS

- WS, HS
- WK, HK
- HK, when opponent falls to floor press HS+HK
- HS, ↓↘→+HS
- HS, →↘↓↙←+WS
- WK, ↓↘→+HS
- WK, →↘↓↙←+WS
- Jump+HS, HS, →↘↓↙←+WS, when opponent falls to floor, press HS+HK
- Jump+HS, HK, when opponent falls to floor, press HS+HK

DUKE B. RAMPERT

BASIC MOVES

CALMING FINGER (DRAINS FOE'S OVERDRIVE)
HS+HK while your enemy is on the ground.

CYCLONE
↓↘→, then WS or HS

FLYING HEAD CRUSH
↓↘→, then WS or HS. This can be done in the air.

PIERCING CHARGE
↓↘→,WK or HK

SLICER COMBO
→↓↘, then WS or HS

SOUTHERN CROSS
←→↘↓, then WS or HS

SECRET MOVE

DERNIER SWING
→↘↓↙←→↓↘, then HS

OVERDRIVE MOVE

FLARING HEAD CRUSH
WS+HS+WK+HK

DESPERATION MOVE

FLAMING CYCLONE
↙↓↘→←, then HS

COMBOS

- ↓+WK, HS
- ↓+ WK, HK
- ↓+ WS, HK
- Jump+WS, HS, HS+HK
- Jump+WK, WK, HS+HK
- WS, →↓↘+HS
- Jump+WS, HS, ←→↘↓+HS, HS+HK
- WK, HS, ←→↘↓+HS, HS+HK
- While your energy bar is flashing, ↓+WK, HS, ↙↓↘→←+HS

EIJI SHINJO

BASIC MOVES

CHARGING OVERHEAD SWORD FLIP
←↓↙, then WS or HS

DOWNWARD AERIAL FLAME KICK
↓↙←, then WK or HK. Must be done while in the air.

FIREBALL
↓↘→, then WS or HS

SLIDING KICK
↘ with WK or HK

SWORD SLICE
→↓↘, then WS or HS

Eiji's missile attack is a fireball.

SECRET MOVE

DOUBLE SWING
→↓↘→↓↘, then HS

OVERDRIVE MOVE

RISING SWORD WAVE
WS+HS+WK+HK

DESPERATION MOVE

CHARGING SWORD PUMMEL
→↘↓↙←↙↓↘→, then HS

COMBOS

- WS, HS
- WS, HK
- WK, HK
- HS, ↓↘→+HS
- HK, ↓↘→+HS
- HS, →↓↘+HS
- HK, →↓↘+HS
- WS, HS, ↓↘→+HS
- WS, HS, ↓/→+HK
- WS, HS, →↓↘+HS
- WK, HS, ↓↘→+HS
- WK, HS, →↓↘+HS
- Jump+WS, HS, ↓↘→+HS, when opponent falls to floor, press HS+HK
- Jump+WK, HS, ↓/→+HK, when opponent falls to floor, press HS+HK
- While overdrive meter is flashing, HK, WS+HS+WK+HK
- While overdrive meter is flashing, WK, HS, WS+HS+WK+HK, when opponent falls to floor, press HS+HK
- While your energy bar is flashing, HK, →↘↓↙←↙↓↘→+HS
- While your energy bar is flashing, WK, HS, →↘↓↙←↙↓↘→+HS, when opponent falls to floor, press HS+HK

ELLIS

Ellis is a hit-and-run fighter. Use her speed.

BASIC MOVES

AIR DANCE (AN AERIAL KICK)
↓↙←, then WK or HK. This can only be done in the air.

ARC SLASH (DIVING ATTACK)
↓↙←, then WS or HS while in the air.

FLAMING RISING CRESCENT (KNIFE UPPERCUT)
→↓↘, then WS or HS

FLYING KNIFE CHARGE
→↓↘, then WS or HS. Execute during a tornado move.

SPINNING STAR
↓↙←, then WS or HS

TORNADO (RISING ROLL)
↓↙←, then WK or HK

SECRET MOVES

UPPERCUT, KICK, DIVE, KNIFE COMBO
↘↓↙↓↘←→, then HS

OVERDRIVE MOVE

MULTIPLE KNIFE ATTACK
WS+HS+WK+HK

DESPERATION MOVE

FRENCH KISS COMBO
→←→←, then HS

COMBOS

- WS, HK
- WS, HS
- WK, HK
- WK, HS
- Hold ↓+WK, HK
- Hold ↓+WK, HS
- Hold ↓+WS, HK
- Running HS (foe falls), weapon strike
- Jump+WS, HK
- Jump+WK, HK
- Jump+WK, WK
- HS, →↓↘+HS
- HK, →↓↘+HS
- Jump+WS, WS, →↓↘+HS
- Jump+HK, weak punch, →↓↘+HS
- While overdrive is flashing, HS, WS+HS+WS+HK
- While energy bar is flashing, Jump+WS, WK, WS+HS+WK+HK

FO FAI

BASIC MOVES

CHARGING CLAW
←→, then HS

CLAW SLIDE
↓+HS

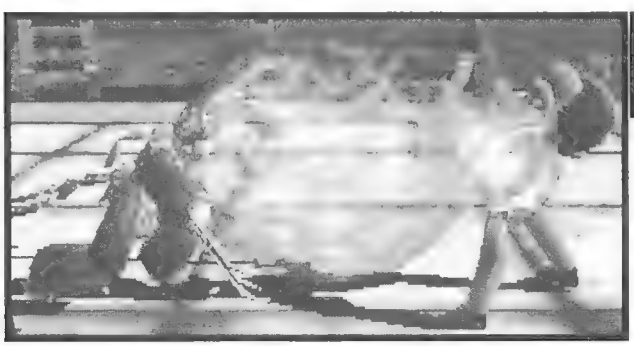
DOWNWARD AIR MYSTIC SPHERE
→↘↓↙←, then WS or HS (in air)

FORWARD MYSTIC SPHERE
→↘↓↙←, then WS or HS. This move can be done in the air.

PAGODA KICK (A LEAPING KICK)
↓↙←, then WK or HK

TRAVELING MYSTIC SPHERE
←↙↓↘, then WS or HS

UPWARD MYSTIC SPHERE
↓↙←, then WS or HS



Fo's mystic spheres are large and difficult to avoid.

SECRET MOVES

MEGA AIR MYSTIC SPHERE
↓↘→←↙↓↘←, then WS+HK

OVERDRIVE MOVES

POWER FORWARD MYSTIC SPHERE
WS+HS+WK+HK

DESPERATION MOVE

MYSTIC SPHERE ASSAULT
→←↙↓↘→←HS

COMBOS

- Jump+WK, WK, HS
- Jump+WK, HS, when opponent falls to floor, press HS+HK
- ↓+WK, HK, when opponent falls to floor, press HS+HK
- ↓+WK, ↓↙→+HK, when opponent falls to floor, press HS+HK
- Jump+WS, WS, ↓+HS, when opponent falls to floor, press HS+HK

GAIA

BASIC MOVES

AIR ROLL
↓↙←, then WK or HK

FORWARD FIRE STREAM
←↙↓↘→, then HS

DEVIL SWORD STRIKE
↓↙←, then WS or HS

RUNNING SWORD CHARGE
→↓↘, then WS or HS

Gaia's Forward Fire Stream has a reasonable attack range.

UPWARD FIRE STREAM
←↙↓↘→, then WS

SECRET MOVES

ARMOR BASTAR QUAD SWORD STRIKE
UUB←↙↓↘→, then HS

OVERDRIVE MOVE

DEMON AIR DRILL
WS+HS+WK+HK

DESPERATION MOVE

FLAMING ENERGY PALM
→↘↓↙←↙↓↘→, then HS

COMBOS

- ↓+WS, HS
- ↓+WS, HK
- ↓+WK, HK
- Strong slash, ←↙↓↘→+HS
- Strong slash, ←↙↓↘→+HS
- ↓+WS, ↓↙←+HS
- While your energy bar is flashing, HS, →↘↓↙←↙↓↘→+HS
- While your energy bar is flashing, HS, →↘↓↙←↙↓↘→+HS, when opponent falls to floor, press HS+HK

KAYIN AMOH

BASIC MOVES

DEADLY RAYS (A DIAGONAL SWORD UPPERCUT)
→↓↘, then WS or HS

DOUBLE SWORD PIERCE
↘+HS

LEG CRUSH
↓↙←, then WK or HK. This can be done in the air.

SCOTTISH MOON (A SOMERSAULT KICK)
↓↙←, then WK or HK while in the air.

SONIC SLASH (A FIREBALL MISSILE)
↓↘→, then WS or HS

SECRET MOVES

TRIPLE SPLIT KICK AND VERTICAL KICK
→↘↓↙←↙←→←, then HK

OVERDRIVE MOVE

RISING KICK WAVE
WS+HS+WK+HK

DESPERATION MOVE

HELL'S INFERNO (SWORD PUMMEL ATTACK)
→↘↓↙←↙↓↘→, then HS

COMBOS

- Jump+WK, ↓+HK, when opponent falls to floor, press HS+HK.
- Jump+HS, HK
- HS, ↓↘→+HS
- HK, →↓↘+HS
- Jump+WS, WS, ↓↘→+HS
- Jump+HS, →↓↘+HS, when opponent falls to floor, press HS+HK
- When overdrive meter is flashing, ↓+WS, HS, WS+HS+WK+HK

MONDO

BASIC MOVES

AERIAL FIREBALL
↓↘→, then WS while in the air.

HIGH STAFF ATTACK
↓↘→, then WS or HS

LEAPING STAFF ATTACK
→↓↘, then WS or HS

LOW STAFF ATTACK
↓↙←, then WS or HS

SPINNING STAFF ATTACK
←↙↓↘→, then WS or HS

TWO AERIAL FIREBALLS
↓↘→, then HS while in the air.

UPPERCUT
→↘→, then WK or WP

UPWARD STAFF ATTACK
←↓↙, then WS or HS

SECRET MOVES

FLAMING SPINNING STAFF AND STAFF UPPERCUT
→↗↑↖←→↘↓, then HK

OVERDRIVE MOVE

HIDDEN FIRE CANNON SURPRISE
WS+HS+WK+HK

DESPERATION MOVE

AIR FIREBALL SPREAD
↓↘→↓↘→←HS

COMBOS

- ↓+WS, HK
- ↓+ WK, HK
- Jump+WS, HS, →↓↘+HS
- Jump+HK, HS, →↓↘+HS
- Jump+WS, HK, HS+HK
- While overdrive bar is flashing, WK, HK, WS+HS+WK+HK
- While overdrive bar is flashing, HS, WS+HS+WK+HK, then with your opponent on the ground, press HS+HK
- While your energy bar is flashing, WS, HK, ↓↘→↓↘→←HS

Mondo fights best at long range.

RUNGO IRON

BASIC MOVES

CHARGING CLUB SWING
→↘↓↙←, then WS or HS

FIRE WAVE (SMASHES THE GROUND)
↓↘→, then WS or HS

FLAMING TRIPLE-KICK COMBO
↓↙←, then WK or HK

RISING BATTERING RAM
→↓↘, then WK or HK

SPINNING CLUB ATTACK
→↓↘, then WS or HS

SECRET MOVE

MULTI FLAMING KICKS
UUB←↙↓↘→, then HK

OVERDRIVE MOVE

POWER BATTER UP
WS+HS+WK+HK or R1 and R2

DESPERATION MOVE

FIRE STRIKE
←↙↓↘→↘↓↙← then HS

Use Rungo's power—get in close and fight.

COMBOS

- ↓+WS, HS
- ↓+WS, HK
- WS, HS, →↓↘+HS
- WS, HK, →↓↘+HS
- WS, ↓+HK
- WS, ↓↙←+HK
- Jump+WK, WS, →↓↘+HK
- While overdrive meter is flashing, HS, WS+HS+WK+HK
- While your energy bar is flashing, HK, ←↙↓↘→↘↓↙←+HS
- While overdrive meter is flashing, HK, WS+HS+WK+HK, when opponent falls to floor, press HS+HK
- While your energy bar is flashing, HK, ←↙↓↘→↘↓↙←+HS, when opponent falls to floor press HS+HK

SOFIA

BASIC MOVES

AIR AURORA REVOLUTION
→↘↓↙←, then WS or HS in the air.

AIR DOWNWARD THUNDER RING
↓↙←, then WS in the air.

AIR FORWARD THUNDER RING
↓↙←, then HS while in the air.

AURORA REVOLUTION (A SPINNING ATTACK)
→↘↓↙←, then WS or HS

FORWARD THUNDER RING (A PROJECTILE ATTACK)
↓↙←, then WS

GLOWING FLIP ATTACK
←↙↓↘→, then WK or HK

RATTLESNAKE (AN ATTACK WITH THE WHIP)
↓↘→, then WS or HS

UPWARD THUNDER RING (A PROJECTILE ATTACK)
↓↙←, then HS

SECRET MOVE

FLAMING RATTLESNAKE
→↘↓←↙←→←, then HS

DESPERATION MOVE

CALL ME QUEEN
→←→←, then HS

OVERDRIVE MOVE

REVOLUTION FRENZY
WS+HS+WK+HK

Sophia's long-range whip attacks are great combo finishers.

COMBOS

- Hold ↓, WS, HS
- Hold ↓, WS, HK
- Hold ↓, WK, HS
- Hold ↓, WK, HK
- Jump+WS, WK, HS
- Jump+WS, ↓↘→+HS
- WS, HS, →↘↓↙, ↓+HS
- WS, ↓+HK, →↘↓↙, ↓+HS
- HK, ↓↘→+HS
- HS, WS+HS+WK+HK (when overdrive meter is flashing)
- HK, →←→, ←+HS (when your energy bar is flashing)
- WK, HK, WS+HS+WK+HK (when overdrive meter is flashing)

TRACY

BASIC MOVES

CLUB JAB
←↙↓↘→, then WS or HS

FLIP KICK
→↓↘, then WK or HK

GROUND TASER FIREBALL
↓→↘, then WS or HS

JUMPING CLUB ASSAULT
←↓↙, then WS or HS

ROLLING AIR DIVE ATTACK
→↘↓↙←, then WK or HK while in the air.

ROLLING DIVE ATTACK
↓↙←, then WK or HK

SIDE STEP AND CLUB UPPERCUT
→↓↘, then WS or HS

SECRET MOVES

DIVING ELBOW SMASH
←→→, then WS+WK

RIGHT TO REMAIN SILENT (THREE CLUBS AND TWO KICKS COMBO)
→↘↓↙←↙←→←, then HK

OVERDRIVE MOVE

DOUBLE FLIP KICK
WS+HS+WK+HK

DESPERATION MOVE

POLICE BRUTALITY
→←→←, then HS

Tracy's Ground Taser Fireball is a useful spoiler that is ideal for slowing down mobile opponents.

COMBOS

- ↓+WK, HK
- ↓+WS, HS
- ↓+WS, HK
- WS, ↓+HK
- HS, ←↙↓↘→+HS, when opponent falls to floor, press HS+HK
- HS, →↓↘+HK
- Jump+HK, →↓↘+HK, when opponent falls to floor, press HS+HK
- Jump+HS, →↓↘+HK
- While overdrive meter is flashing, WS, WS, HS, WK, HK
- While your energy bar is flashing, HS, →←→←+HS
- While your energy bar is flashing, HK, →←→←+HS, when opponent falls to floor, press HS+HK.

THE BOSSES

These can only be selected after using the cheats described elsewhere in this tips guide.

URANUS

BASIC MOVES

AIR DIAGONAL-DOWN ARROW SHOT
HS while in the air or flying.

AIR DOWNWARD ARROW SHOT
WS while in the air or flying.

ANGEL CHARGE
→←→←, then WS or HS

FLIGHT
HK in the air (press WK to land early)

FORWARD ARROW SHOT
HS

LARGE DOUBLE GREEN ARROW SHOT
↓↘→, then HS

LARGE GREEN ARROW SHOT
↓↘→, then WS

LARGE LOW DOUBLE GREEN ARROW SHOT
↓↘→, then HK

LARGE LOW GREEN ARROW SHOT
↓↘→, then WK

LOW FORWARD ARROW SHOT
Crouching HS

RISING SPIRAL WING
→↓↘, then WK or HK

UPWARD ARROW SHOT
Crouching HK

SECRET MOVE

SPIRITUAL ORB
←↙↓↘→←↙↓↘→, then HK

OVERDRIVE MOVE

SPIRITUAL ORB
WS+HS+WK+HK

DESPERATION MOVE

HEAVENLY DOUBLE ARROW
←↙↓↘→←↙↓↘→, then HS

COMBOS

- ↓+WK, HS
- ↓+WS, HS
- WS, HS, when opponent falls to floor, press HS+HK
- WS, HS, ↓↘→+HS
- WS, HS, ↓↘→+HK
- WS, HS, ↓↘→+HS, when opponent falls to floor, press HS+HK
- WS, HS, ←↙↓↘→←↙↓↘→+HS, when opponent falls to floor, press HS+HK

MASTER

BASIC MOVES

AURA SWORD BURST
→←→←, then WS or HS

FORWARD AURA SWORD
↓↘→, then WS or HS

PLASMA BALL KICK
→→, then WK or HK

RISING AURA SWORD UPPERCUT
→↓↘, then WS or HS

SLASHING AURA SWORD
←↙↓↘→, then WS or HS

SWORD COMBO
→↘↓↙←→↘↓↙←, then WS or HS

UPWARD AURA SWORD FLIP
↓↙←, then WS or HS

SECRET MOVE

None

OVERDRIVE MOVE

FLASH PULSE
WS+HS+WK+HK

DESPERATION MOVE

FLASH SHIELD
←↙↓↘→←↙↓↘→, then HS

COMBOS

- HS, →↓↘+HS
- HS, ↓↙←+HS
- WS, ↓↙←+HS
- HS, ↓↘→+HS
- Jump+HS, WS, →↓↘+HS
- Jump+WS, HS, ↓↘→+HS, when opponent falls to floor, press HS+HK
- HS, ←←↓↓↘→+HS, when opponent falls to floor, press HS+HK

HIDDEN CHARACTERS

These must be selected as described elsewhere in this playing guide.

SHO SHINJO

BASIC MOVES

CHARGING OVERHEAD STRIKE
↓↙←, then WS or HS

DEADLY RAYS
←↓↙, then WS or HS

DOWNWARD AERIAL THRUST KICK
↓↙←, then WK or HK. Only in the air.

FIREBALL ATTACK
↓↘→, then WS or HS

FLYING FLIP KICK AND THRUST KICK
↓↘→, then HK

FLYING FLIP KICK
↓↘→, then WK

LEG CRUSH (SPLIT KICK)
↓↙←, then WK or HK

SCOTTISH MOON
↓U, then WK or HK while in the air.

SLIDING GROUND-BASED KICK
↘+WK or HK

UPPERCUT WITH THE SWORD
→↓↘, then WS or HS

SECRET MOVES

HARAKIRI MARTYRDOM (RITUAL SUICIDE)
←↙↓↘→↘↓↙←, then HS+WK

PLASMA VORTEX
→↘↓↙←↙←→←, then HK

OVERDRIVE MOVE

RISING SWORD WAVE
WS+HS+WK+HK

DESPERATION MOVE

HYAKKI MOSHUU KEN (CHARGING PUMMEL ATTACK)
→↘↓↙←↙↓↘→, then HS

COMBOS

- ↓+WS, HS
- ↓+WK, HK
- HS, ↓↘→+HS
- HK, ↓↘→+HS
- HS, →↓↘+HS
- HK, →↓↘+HS
- WS, HS, ↓↘→+HS
- WS, HS, ↓/→+HK
- WS, HS, →↓↘+HS
- WK, HS, ↓↘→+HS
- WK, HS, →↓↘+HS
- Jump+WS, HS

- Jump+WK, ↓+HK, when opponent falls to floor, press HS+HK
- Jump+WS, HS, ↓↘→+HS, when opponent falls to floor, press HS+HK
- Jump+WK, HS, ↓/→+HK, when opponent falls to floor, press HS+HK
- While overdrive meter is flashing, HK, WS+HS+WK+HK
- While your energy bar is flashing, HK, →↘↓↙←↙↓↘→+HS
- While your energy bar is flashing, WK, HS, →↘↓↙←↙↓↘→+HS, when opponent falls to floor, press HS+HK

VERMILLION

BASIC MOVES

AIR ROLL
WK while in the air.

DARK POWDER TOSS
→↓↘, then WS or HS

DOWNWARD AIR SHOT
WS or HS while in the air.

PISTOL SHOT FORWARD
WS

PISTOL SHOT UPWARD
↓↙←, then WS

PISTOL PUFF (DRAINS OVERDRIVE OF FOE)
WS+WK while your foe is on the ground.

ROLLING KICK
↓+WK or HK

SHOTGUN BLAST FORWARD
HS

SHOTGUN BLAST UPWARD
↓↙←, then HS

SPIDER DROP FACE SMASH
HK while in the air.

SECRET MOVE

DOUBLE FIREBALL SWING
→↓↘→↓↘, then HS

OVERDRIVE MOVE

AIR ARTILLERY BLITZ
WS+HS+WK+HK

DESPERATION MOVE

GROUND ARTILLERY BLITZ
←↙↓↘→←↙↓↘, then HS

COMBOS

- WS, HS
- WS, HK
- WK, HS
- WK, HK
- WS, HS, HS
- WK, HS, HS
- WS, HS, ↓↘→+HS
- WK, HS, ↓↘→+HS

- HS, ↓↘→+HS
- Jump+WK, WS, HS
- Jump+WK, WS, HS, when opponent falls to floor, press HS+HK
- WK,-HS, ↓↘→+HS, when opponent falls to floor, press HS+HK
- Jump+WK, WS, HS, when opponent falls to floor, press HS+HK

ACCESSING HIDDEN CHARACTERS

There are several hidden characters in Battle Arena Toshinden 2 that can't be accessed via the character selection screen. Here's how to get them...

URANUS AND MASTER

Complete the game on skill level four. On the character-select screen, hold Select on the question mark—the new characters soon appear.

SHO SHINJO AND VERMILLION

After accessing Uranus and Master, beat the game on level five. You can now select the two new characters by holding Select on the question mark.

Cheats

(PlayStation)

GETTING THE BOSSES WITHOUT BEATING THE GAME

URANUS AND MASTER

On the title screen, as the words fly onto the screen (but not before) enter L1, L2, Triangle, R1, R2, Square on Control Pad One. You must be very quick. A sound effect confirms success. You can now select the bosses by highlighting the random selection option on the character screen. Hold Select to slow down the speed at which the two characters appear on the screen.

SHO SHINJO AND VERMILLION

After accessing Uranus and Vermillion, you can get two new hidden characters by entering Square, R2, R1, Triangle, L2, L1 on Control Pad 2 on the title screen, as above. You still have to wait until the words appear and be very quick when entering the code.

Darkstalkers™ The Night Warriors

Another Capcom 2D beat-'em-up, and another game that bears more than a passing resemblance to the *Street Fighter* games. There's no point buying *Darkstalkers* if you already have the superior sequel, *X-Men Children of the Atom*, or a recent *Street Fighter* game, but it's not a bad outing in its own right.

People who own the PlayStation version of the game already have most of the special moves, but this guide should help arcade players.

Basic Brutality

SPECIAL BAR

The Special Bar at the foot of the screen charges when you launch attacks, successful or otherwise, and when you perform special moves. When a bar is full it starts to flash. You can now perform a number of enhanced Special Moves that are much more powerful than regular attacks—check out the character guide for more details. You need to execute these Special Moves quickly, as the Special Bar gradually empties after filling—it empties completely as soon as you launch your Special Move. Don't forget, some moves can only be executed when the Special Bar is flashing.

THROWS

These can only be executed at close range.

CHARGE ATTACKS

If you have to "charge" a button to perform a special move, hold it for two seconds before continuing the input.

DEMITRI MAXIMOFF

MOVES

HELLFIRE
↓↘→+any Punch
SPECIAL
Fireball is larger and damage heavier

AIR HELLFIRE
Jump, then perform Hellfire
SPECIAL
Same as ground Hellfire

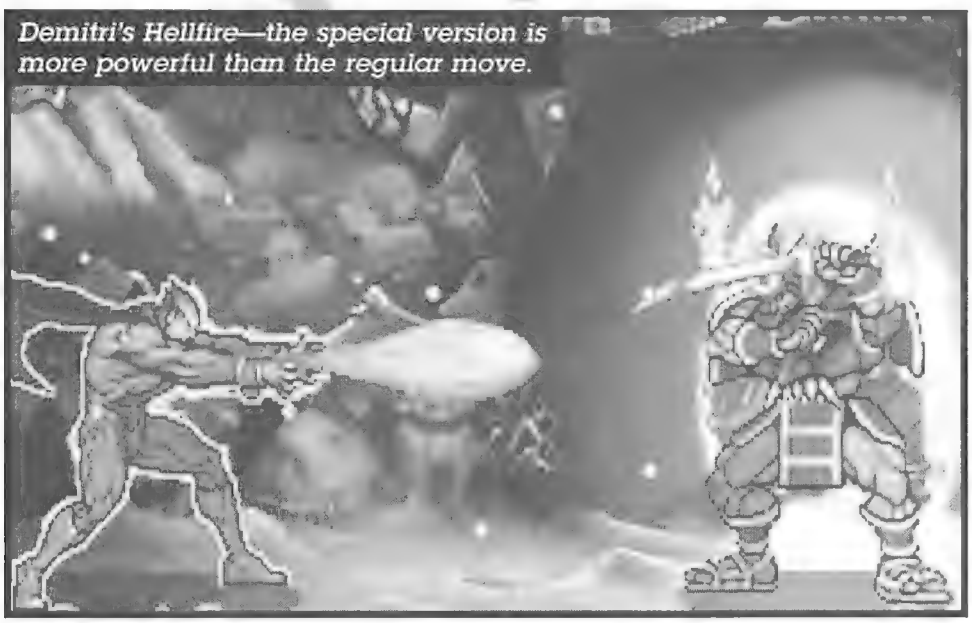
SPINNING UPPERCUT
→↓↘+any Punch
SPECIAL
Multiple hits

DASHING UPPERCUT
Dash, then perform the Spinning Uppercut
SPECIAL
Multiple hits

FALLEN ANGEL
↓↙←+any Kick
SPECIAL
Multiple hits

THROWS

PILEDRIVER
→ or ←+Punch
SPECIAL
No effect



Demitri's Hellfire—the special version is more powerful than the regular move.

JON TALBAIN

MOVES

LUNA'S HAMMER
↓↘→+any Punch
SPECIAL
Comet becomes red and inflicts heavier damage

DIAGONAL LUNA HAMMER
→↓↘+any Punch
(fires upward)
SPECIAL
Same as Luna's Hammer

JUMPING LUNA'S HAMMER
Jump, then →↘↓+any Punch
(fires downward)
SPECIAL
Same as Luna's Hammer

BLAZE KICK
↓↑+any Kick
SPECIAL
Multiple Hits

SPECIAL ONLY

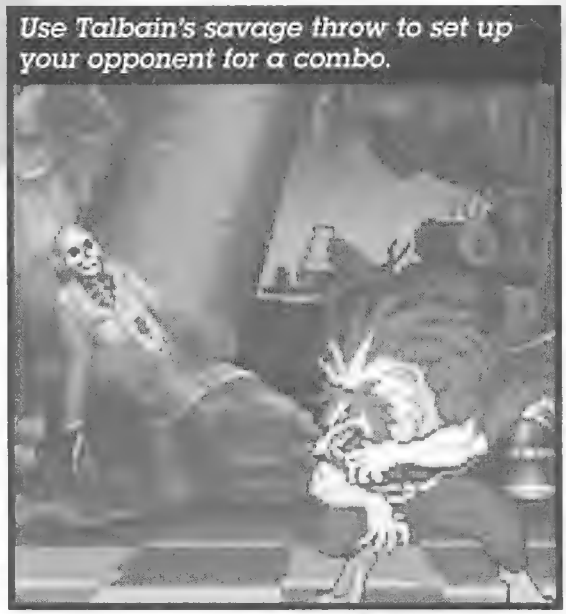
MEGA BEAST CANNON
←↙↓↘→+any Punch

THROWS

BITING TOSS
→ or ←+Punch
SPECIAL
No effect

ROLL THROW
When near opponent,
→↘↓↙←+Medium or Hard Kick.
SPECIAL
Move executed twice

Use Talbain's savage throw to set up your opponent for a combo.



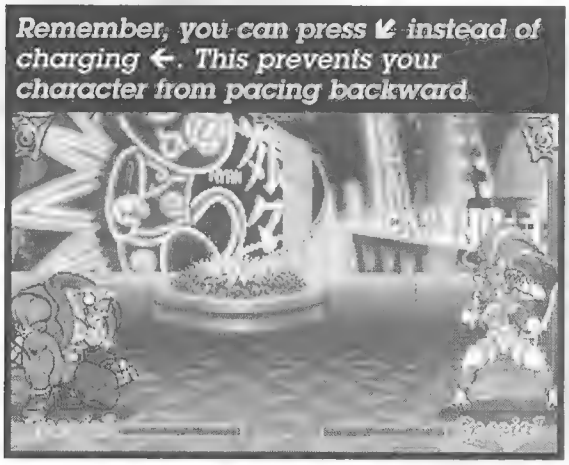
VICTOR VON GERDENHEIM

MOVES

WHIRLWIND PUNCH
↓↙←→+any Punch
SPECIAL
Additional Punches

VON STOMP
↓↙←+any Kick
SPECIAL
No effect

DASHING KICK
↙, ↗+any Kick
SPECIAL
More Kicks


Remember, you can press ↙ instead of charging ←. This prevents your character from pacing backward.

RUSH KICK
Charge ←, →+any Kick
SPECIAL
A punch is added at the end of the move

RUSH PUNCH
Charge ←, →+any Punch
SPECIAL
Victor rushes further and punches at an angle

ELECTRIC HARD PUNCH/KICK
Hold the Punch button instead of tapping it.
SPECIAL
No effect

SPECIAL ONLY

SUPER PUNCH
Charge ←, →+all Punches

ELECTRO-ZZAP!
Charge ↓, ↑+any Punch

THROWS

HEAD BUTT
→ or ←+any Punch
SPECIAL
No effect

POWER BOLT THROW
When near opponent, turn the controller 360° and press all three Punch buttons
SPECIAL
No effect

MEGA SHOCK
When near opponent, ↓↘→+Medium or Hard Kick
SPECIAL
No effect

LORD RAPTOR

MOVES

HELICOPTER
↓↙←+any Kick button
SPECIAL
Hits three times

AIR HELICOPTER
Jump, then ↓↙←+any Kick
SPECIAL
No effect

Lord Raptor's Air Walk takes him over a missile attack.

DEATH DANCE
On a fallen opponent, ↓, ↑+any Kick
SPECIAL
No effect

HELL'S GATE
←↙↓↘→+any Kick
SPECIAL
No effect

AIR WALK
Jump, →→ or ←←
SPECIAL
No effect

SPECIAL ONLY

ELECTRIC HELICOPTER
→↘↓↙←+any Kick

PRIMAL SCREAM
→←+all three Punches

THROWS

FLIP
→ or ←+any Kick
SPECIAL
No effect

BITE
→ or ←+any Punch
SPECIAL
No effect

COFFIN MAKER
↓↘→↗+Medium or Hard Punch
SPECIAL
Extra blows added

MORRIGAN AENSLAED

MOVES

FIRE BAT
↓↘→+any Punch
SPECIAL
The missile is much bigger

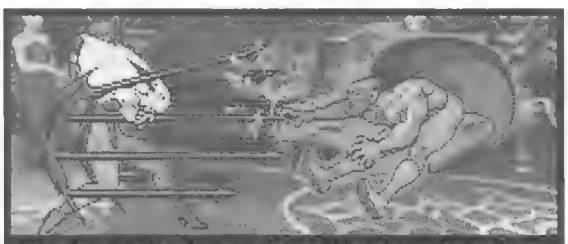
DIAGONAL FIRE BAT
Jump, then ↓↘→+any Punch
SPECIAL
As for Fire Bat

SHADOW BLADE
→↓↘+any Punch
SPECIAL
More hits

DEMON BLADE
Jump, then ↓↙←+any Kick
SPECIAL
More power

SPECIAL ONLY

RIDE OF THE VALKYRIES
→↘↓↙←+any Kick



Don't neglect regular attacks—here's Morrigan's Hard Punch.

THROWS

BODY TOSS
← or →+any Punch
SPECIAL
No effect

HELL RIDE
↓↙←+Medium or Hard Punch
SPECIAL
No effect

ANAKARIS

MOVES

THE VOID
→↘↓↙←+any Punch.
Catches projectiles
SPECIAL
No effect

RETRIBUTION
After a successful Void,
↓↘→+any Kick. Spits back projectile.
SPECIAL
Unknown, but swallowing two projectiles enables Anakaris to spit the special version of the projectile.

Anakaris' block is rock-solid! As soon as you see an opening, launch a Special Move.

PHARAOH'S CURSE
Jump, then →↙↓↘+any Punch
SPECIAL
More damage

SARCOPHAGUS SLAM
(near opponent) All three Punch buttons
SPECIAL
More damage

SARCOPHAGUS SLAM
(far from opponent) All three Kick buttons
SPECIAL
More damage

LONG SNAKE
→←→+any Punch
SPECIAL
Increased power

THROWS

GRAND WRAP
↓↘→+hold any Punch (Punch chosen affects range) then tap → repeatedly.
SPECIAL
Takes foe into sarcophagus

FELICIA

MOVES

ROLLING SMASH
→↘↓↙+any Punch
SPECIAL
Character turns pink and travels faster

ROLLING SLASH
←↙↓↘+any Punch
SPECIAL
Same as Rolling Smash

LITTERBOX KICK
↓↘→+any Kick
SPECIAL
More hits

LUNGE KICK
←↓↙+any Kick
SPECIAL
Turns pink, more damage

RISING SLASH
↓+Hard Punch
SPECIAL
No effect

THROWS

CAT SCRATCH FEVER
→ or ←+Punch
SPECIAL
No effect

CAT ROLL
→ or ←+Kick
SPECIAL
No effect

SCRATCHING POST
When near foe,
→↘↓↙←+Medium or Hard Kick
SPECIAL
Faster, more extreme version of the move

Although more of a grasping attack than a throw, Felicia's Cat Scratch Fever is an effective move.

BISHAMON

MOVES

LONG STRIKE
Charge ←, →+any Punch (stops fireballs)
SPECIAL
Increased range

LOW STRIKE
Charge ←, →+any Kick (stops fireballs)
SPECIAL
Increased range

The Sword Throw is the heart of Bishamon's offense.

THE IMPALER
←↙↓↘→+any Punch
SPECIAL
No effect

THE DIVIDER
when Impaler connects,
↓↘→+any Punch
SPECIAL
No effect

THE RETRIEVER
when Impaler connects,
↓↙←+any Punch
SPECIAL
No effect

UPPER SLASH
when on the ground,
→↓↘+any Punch
SPECIAL
More hits

SPIRIT HOLD
jump vertically, then
↑↗→+any Punch
SPECIAL
No effect

SPECIAL ONLY

HIGH MULTI-SLASH
Charge ←, →, ←, →+any Punch

LOW MULTI-SLASH
Charge ←, →, ←, →+any Kick

THROWS

NECK THROW
← or →+Punch
SPECIAL
No effect

THE SKINNER
when near opponent,
→↘↓↙↘+any Punch
SPECIAL
More hits

RIKOU

MOVES

SONIC
↓↘→+any Punch
SPECIAL
No effect

SWAMP GAS
←↙↓↘→+any Kick
SPECIAL
Cloud lingers longer

JUMPING DRILL
Dash backward and press any Kick
SPECIAL
No effect

DORSAL SAW
←→+any Punch
SPECIAL
Extra hits

CRAB GRIP
↓↘→+Hard Punch
SPECIAL
No effect

THROWS

TONGUE THROW
→ or ←+any Punch
Tap → and ← to sustain throw.
SPECIAL
No effect

FRENZY
→↘↓↙←+Medium or Hard Kick
SPECIAL
Land on foe twice

Rikuo's Swamp Gas—the cloud lingers longer if the special bar flashes.

SASQUATCH

MOVES

FROST BLAST
←↙↓↘→+any Punch (choice determines range)
SPECIAL
No effect

VORTEX KICK
→↓↘+any Kick
SPECIAL
Spinning frozen foot—more damage

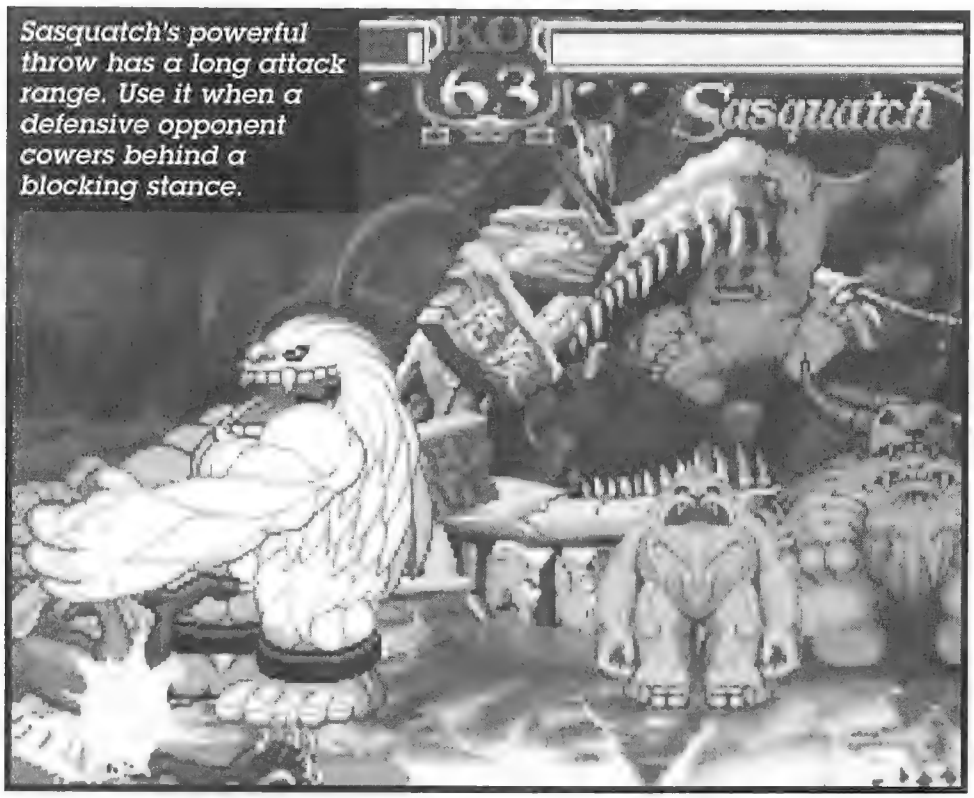
ICE FORTRESS
↓↓+all three Punch buttons
SPECIAL
Stronger towers

THROWS

ICICLE HAMMER
→↘↓+Medium or Hard Punch
SPECIAL
No effect

REFREEZER
↓↙←+Medium or Hard Kick
SPECIAL
No effect

BIG SWING
move controller around 360° and press Medium or Hard Kick
SPECIAL
No effect



Sasquatch's powerful throw has a long attack range. Use it when a defensive opponent cowers behind a blocking stance.

Night Warriors™

Darkstalkers' Revenge

(ALSO CALLED VAMPIRE HUNTER)

This polished, souped-up version of Capcom's *Street Fighter*esque beat-'em-up makes several advances over its illustrious predecessor. It's faster and smoother than the first *Darkstalker* game, has four new characters, new super moves, extra-special moves, and a wild new combo system. All in all, it's a great sequel to a great game, though a little too close to the *Street Fighter* games to be a classic.

Basic Brutality

These moves are common to all characters.

BLOCK
Press ← while under attack.

DASH
Press →→ or ←←. Victor can only dash backward.

THROW
Press →+Medium or Hard attack. This is not available when playing Anakaris.

RECOVERY/ESCAPE
Toggling → and ← on the controller and hitting the attack buttons enables you to recover from dizziness or escape from a throwing move.

GROUND ATTACK
When your opponent falls, press ↑ and Kick.

RISING FROM A FALL
Press → or ← to move as you rise from a fall.

SPECIAL BAR

In true Capcom style, you build up the level of your Special Bar by attacking. This time, though, the bar doesn't diminish with time. You can also "store" completed special bars to use later in the battle.

Most, but not all, special moves can be enhanced if you have a full special bar—just press two or sometimes all three punch or kick buttons to complete the move instead of the usual one button. Due to space constrictions, we've only described the special version when it's radically different from the original attack—most just enhance the standard attack. Also, there are some moves that can only be executed after completing a special bar. These are known as Ex Moves and are described separately.

ANAKARIS

This eight foot-tall deceased Pharaoh is a tough fighter. Get on the wrong side of this mighty mummy and you soon need bandages yourself.

MOVES

MUMMY WRAPPER

↓↘→+Punch

Ghostly hands attempt to grab the enemy. If successful, his opponent is wrapped like a mummy. The punch used determines the range of the attack.

Anakaris ties up another victim with his simple but effective Mummy Wrap.

ROYAL JUDGEMENT

In the air, ↓↘→+Punch

Anakaris spits demons at his foe. These gruesome goblins not only attack opponents, they also shrink them.

COFFIN FALL

Hold Punch+Kick (must be same strength)

A coffin falls from the skies. The strength of the punch and kick determines the attack range.

PHARAOH PORT

←, ←

Anakaris zooms back. If the move takes him off the side of the screen, he reappears on the other side.

COBRA BLOW
←→+Punch
A giant cobra appears, striking the opponent for multiple hits.

RETRIBUTION
↓↘→+any kick
After a successful Void, this move spits the captured projectile back at your foe.

THE VOID
↓↙←+ any Kick
Catches projectiles.

EX MOVES

HELL HOLE
←↙↓↘→+ any two Kicks
A beam of light extends from above, striking Anakaris's foe.

BISHAMON

This evil Samurai strikes fear into the heart of his opponents. Look out for his deadly bushido blade.

MOVES

SWORD SNAP
←↙↓↘→+Punch
Bishamon throws his sword at his foe.

STORM WIND
↓↘→+Punch
Can only be done after a Sword Snap. Bishamon retrieves his sword and strikes.

DEATH SEAL
In the air, ↑↗→↘↓+Punch
Bishamon fires two ghostly demons that hold his foe, enabling an attack.

RISING SLASH REVERSAL
→↓↘+any Punch
A traditional Dragon Punch-style move.

The Sword Snap is the heart of Bishamon's offense.

EX MOVES

SPIRIT ATTACK
←↙↓↘→+all Punches
This can only be performed when the special bar is lit. A spirit forms and floors your foe.

BUSHIDO CRUSH
→↘↓↙←+any 2 Punches
A ghostly hand crushes your enemy.

DEMITRI MAXIMOFF

The Prince of Darkness has called together the Darkstalkers to prove that even though 500 years have passed, he's still top dog.

MOVES

HELLFIRE
↓↘→+Punch
A fireball missile attack.

AIR HELLFIRE
In the air, ↓↘→+Punch
Fires horizontally, not toward the ground.

SPINNING UPPERCUT
↓→↘+Punch
Demitri spins into the air, striking as he rises. Execute close, or you miss the target.

BAT SPIN
↓↙←+Kick
Demitri teleports into the air and spins at his foe. As always, the button you hit determines the range of the attack. This move can be executed in the air.

GASEOUS GLIDE
←, ←
Demitri's dash takes him straight through an opponent instead of pushing him or her back.

EX MOVES

SUPER HELLFIRE
↓↘→+all three Punches
A harder version of the Hellfire, this fireball packs a real punch.

MIDNIGHT FURY
↓→↘+any two Punch buttons
Demitri unleashes a devastating series of attacks.

Demitri's Hellfire turns his opponents into charcoal.

DONOVAN BAINE

Very little is known about this sworn enemy of the Darkstalkers. Some say his family was killed by Stalkers; others insist that he is descended from a Stalker. Either way, he's a fearsome foe.

MOVES

RELEASE SWORD
Press and hold similar Punch and Kick buttons together, then press the same buttons again when the sword is plunged into the ground.

Donovan's sword flips toward his foe, the strength of the buttons pressed determining the range of the attack.

FLAME SWORD
↓↘→+Punch
A spirit appears and strikes your foe.

GOD OF LIGHTNING
↓↙←, ↓↙←+Punch
Once again a god appears, this time with the power of electricity.

SWORD SURF
In the air, ↓+Kick
Donovan rides his sword into his foe. The kick used determines attack range.

EX MOVES

SPIRIT CRUSHER
←↙↓↘→+Kick
A spirit appears over your opponent's head and stamps on him.

Donovan's Spirit Crusher is a dynamic finishing move.

FELICIA

Exotic battle dancer... whatever this is, Felicia is one of them. Although she's the youngest of the Darkstalkers, she fully intends to prove that she's the strongest.

MOVES

ROLLING HIT
↓↘→+Punch
Felicia rolls into her foe. Tap Punch repeatedly on impact for up to three hits.

BOUNCING BOMB
↓↙←+Punch
Similar to the Rolling Hit, but Felicia bounces instead of rolling along the floor.

LITTERBOX KICK
↓↘→+Kick
A shower of dirt is kicked at her foe. The button you press determines the attack range.

TWO-FOOTED LUNGE KICK
←↓↙+Kick
A two-footed lunge kick—no more, no less.

LUNGING PUNCH
→, →+Punch
Our feline friend leaps forward and slashes at her opponent.

SPINNING UPPERCUT
↓+Hard Punch
Felicia spins into the air and claws her combatant.

Felicia's Litterbox Kick has a long attack range.

EX MOVES

ROLLING FURY
→↓↘+two Punch buttons
Felicia rolls toward her foe and slashes 'em to ribbons.

HSIEN-KO

This Chinese ghost is racing against time. Can she avenge her mother's death before the humanity drains from her completely?

MOVES

DARK ARTILLERY
↓↘→+Punch
Hsien-Ko throws a weapon into the air. The attack can be altered according to the punch button pressed–
a Light Punch sends it horizontally, covering around half the screen; a Medium Punch unleashes it diagonally upward; and a Hard Punch performs a vertical attack. A falling weapon causes damage if it connects.

PHANTOM REVERB
↓↙←+Punch
This returns projectiles, aiming them at the foe that fired them. The choice of punch button has no effect.

CYCLONE BLADE DANCE
→↓↘+Punch
Our ghostly ghoul fires a chain at the top of the screen, swings from it, and delivers a multi-hit attack.

MANDARIN TELEPORT
→, →
Hsien-Ko's forward dash causes her to disappear and then reappear a short distance ahead. This can take her through opponents. Note: This doesn't happen when dashing backward.

EX MOVES

GROUND GHOST BLADE
←↙↓↘→+any two Kick buttons
A series of swords rise from the ground, getting ever nearer your foe.

SPIKE ATTACK
←↙↓↘→+all Punch buttons
Our Chinese chum rolls spiky balls at her fearful foe.

HUITZIL

This robotic warrior was built to defend the ancient Mayan civilization. Don't expect him to protect you, though!

MOVES

AIR WALK
Jump, →→ or ←←
Huitzil leaps into the air and walks a few paces above the ground.

PLASMA BEAM
↓↘→+Punch
A missile attack. Light Punch fires low, Medium Punch fires high, and Hard Punch fires upward.

MISSILE LAUNCHER
↓↘→+Kick
A missile is fired (*quelle surprise*). The button chosen decides the distance fired.

Huitzil has three Plasma Beams high, low, and upward.

LASER FIRE
In the air, ←↓↙+Punch
A laser is fired diagonally upward.

EX MOVES

FINAL ZAPPER
→↓↘+any two Kick buttons
Your foe is lifted into the air, and left very vulnerable to a combo attack.

JON TALBAIN

This werewolf slasher has few special moves, but his speed and agility make him a formidable opponent. His throws are especially effective.

MOVES

LEAP PAST
←←
Like Demitri, Talbain's dash takes him past his opponent.

LUNA'S HAMMER
↓↘→+Punch
The werewolf turns into a flaming missile. The button chosen has no real affect.

NUNCHAKU FLAIL
←↓↙+Punch
Talbain grabs his rice flails and, err... flails. The attack has little range, but strikes several times.

JUMPING LUNA'S HAMMER
↑↗→+Punch or ↗→+Punch
Same as above, but the attack is aimed diagonally downward. Again, the punch chosen has no affect on range.

DIAGONAL LUNA'S HAMMER
→↓↘+Punch
The Luna's Hammer is fired upward. Again, the Punch chosen has no affect on attack range.

BLAZE KICK
↓, ↑+Kick
An overhead blazing kick. Execute at close range. The Kick chosen has no affect.

ROLL THROW
→↘↓↙←+Medium or Hard Kick
A devastating throw. It leaves you in an ideal position to launch a follow-up combo.

EX MOVES

BEAST CANNON
→↘↓↙←+ any two Punch buttons
Talbain summons a fiery dragon that scorches his opponent.

The werewolf's Luna's Hammer can be directed—use the most appropriate version of the attack.

MORRIGAN AENSLAED

This Scottish demon is known as Queen of the Night. Perhaps that's why she takes her name from an ancient Scottish queen.

MOVES

FIRE BAT
↓↘→+Punch
The punch button selected decides the range of this fiery missile attack. The special version is bigger and more powerful than the regular attack.

DIAGONAL FIRE BAT
↑↗→+Punch
Morrigan jumps then fires a bat missile diagonally downward.

HELL RIDE
(close) →↘↓↙←+Punch
A more powerful version of her piledriver throw.

SHADOW BLADE
→↓↘+Punch
A traditional Dragon Punch as pioneered by Ryu and Ken in the *Street Fighter* games. It has very little attack range.

EX MOVES

THE DRILL
→↘↓↙←+Kick
Morrigan flies across the screen, delivering a devastating blow.

PYRON

This alien from the planet Hellstorm is composed of almost pure energy. He aims to rule the Darkstalkers in the same way he rules his own world.

MOVES

GALACTIC VOYAGE
←↓↙+any button
Our fiery alien friend disappears and then reappears in the same position. It's okay for sneak attacks, but not dramatically useful.

SOUL SMASHER
↓↘→+Punch
A Light Punch sends this missile attack horizontally across the screen. Press Medium Punch and the projectile rises as it flies. For a more dramatic liftoff press Hard Punch.

AIR SOUL SMASHER
↑↗→+Punch
An aerial missile aimed directly at the ground. The punch button decides the target area.

ZODIAC FIRE
→↓↘+Punch
Pyron turns into a ring of fire and rolls toward his enemy, striking home with a powerful attack.

ORBITAL BLAZE
↓↙←+Kick
Pyron takes to the air and spins, spreading flames.

BURNING PLANET
(close) →↘↓↙←+Medium or Hard Punch
The enemy is enveloped in a ball of energy, then pounded into the ground.

EX MOVES

PLASMA SHOWER
←↙↓↘→+All three Kicks
Pyron's foe is showered with multicolored energy attacks.

RIKUO

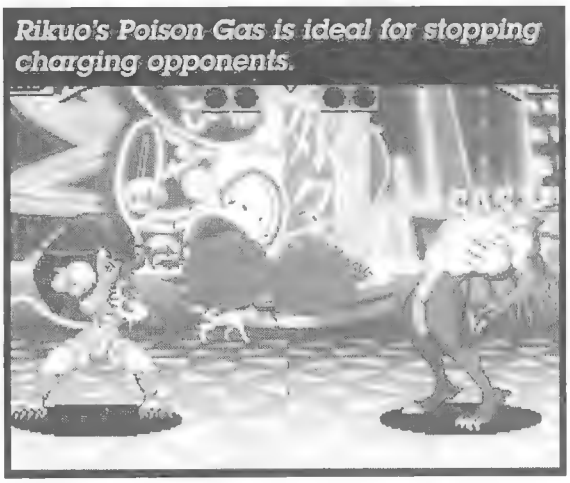
Believed to be the last of his race, Rikuo searches the seven seas for more of his kind.

MOVES

SONIC ATTACK
↓↘→+Punch
A missile move. The punch picked decides the range of the attack.

POISON GAS
↓↘→+Kick
Rikuo releases a gas cloud in front of him. The special version drifts toward your opponent.

DORSAL SAW
←, →+Punch
Rikuo spins toward his opponent, the strength of the punch chosen determining the distance the spin travels. This is similar to Bison's Torpedo move in the *Street Fighter* games.


Rikuo's Poison Gas is ideal for stopping charging opponents.

TRICK KICK
←, ←+Kick
A two-footed spinning kick. Again, the button chosen determines attack range.

TONGUE FLIP
(close) →+Punch
A throw. There are no special enhancements available, and it makes no difference which button you bash.

CRYSTAL LANCER
(close) →↘↓↙→+Medium or Hard Punch
Another tongue throw. This one, though, can be enhanced with a full special bar.

EX MOVES

ABYSS BEAM
→↘↓+two Kick buttons
A beam of light appears from above, throwing your opponent to the floor.

SEA RAGE
←↙↓↘→+any two Punch buttons
The sea rises and swallows your foe.

SASQUATCH

The snow hulk leads an ancient race of people. His name means Big Foot—watch out for his devastating kicks.

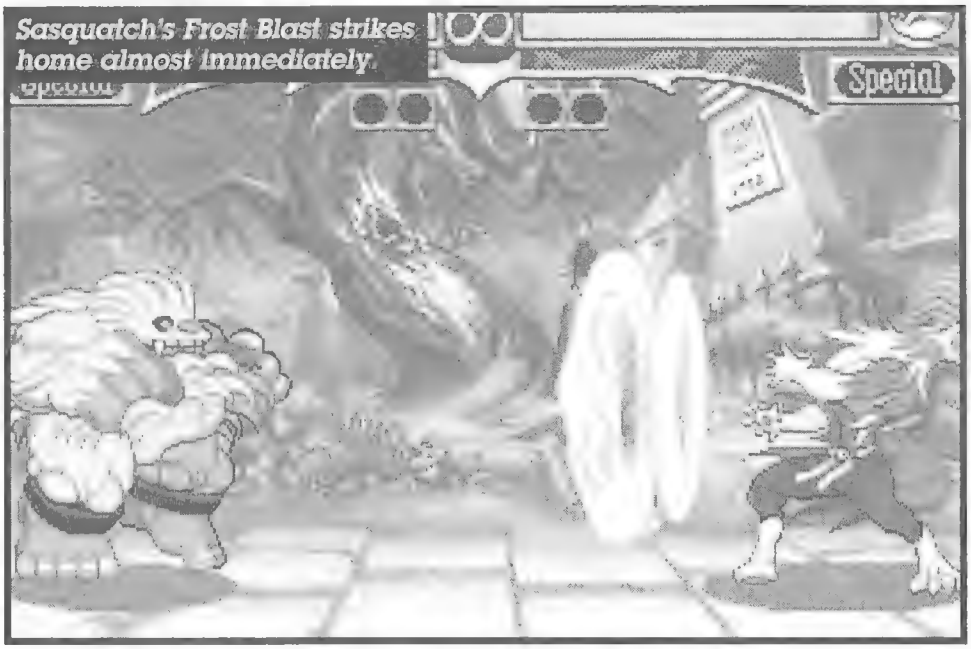
MOVES

FROST BLAST
↓↘→+Punch
An icy missile move. The harder the punch, the longer the attack range.

VORTEX KICK
→↘↓↘→+Kick
Sasquatch's foot spins and strikes. This attack can hit up to four times if executed close enough to your opponent.

BIG CYCLONE
↓↙←+Kick
The big guy leaps into the air and executes a move not unlike Chun Li's Whirlwind Kick (another *Street Fighter*-influenced move). The kick you use determines the length of time the attack lasts for.

ICE FORTRESS
↓, ↓+Punch
Icy pillars surround Big Foot, protecting him from aerial attacks.



Sasquatch's Frost Blast strikes home almost immediately.

EX MOVES

ICE TOWERS
↓, ↓+all three Punches
This is more than an enhanced Ice Fortress move—this time the icy spikes appear underneath your opponent.

KEEP OFF THE ICE
↓↘→+all three Kicks
Sasquatch blows an icy blast under his opponent's feet—then his prey falls through the ice into the freezing water.

WHITE OUT
←↙↓↘→+all three Punches
The furry freak releases an icy blast, with devastating effects on his enemy.

VICTOR VON GERDENHEIM

This Frankenstein's monster-inspired creature is the traditional Zangief-type character. He's big and strong, but seriously lacking in speed.

MOVES

MEGA SHOCK
↓↘→+Punch
The crusher corpse grabs his foe and shocks him into submission.

WHIRLWIND PUNCH
↓↙←+Punch
Victor spins around with his fists extended, smashing anyone foolish enough to get in his way.

KNEE STOMP
↓↙←+Kick
A rising knee attack. The harder the kick, the longer the attack range.

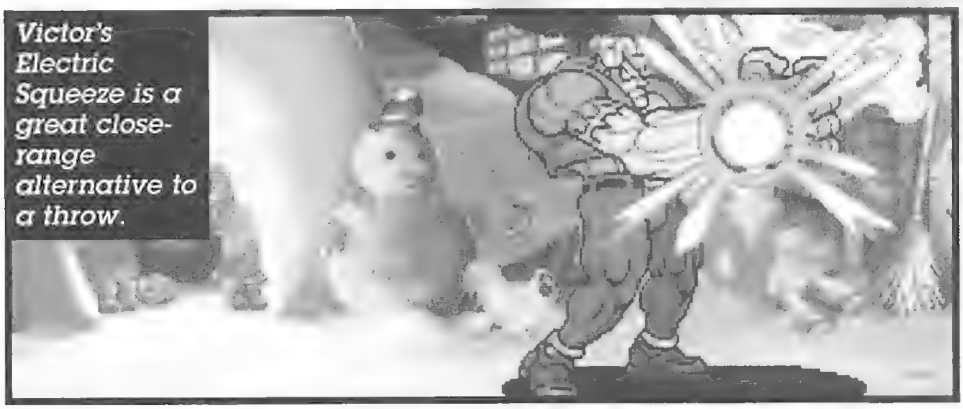
ELECTRIC SQUEEZE
(close) → or ←+Medium or Hard Kick
Vic grabs his opponent and squeezes him with an electric bear hug.

BUTT BOUNCE
(close) →+Light Kick
Victor batters his foe with his butt.

RUSH PUNCH
Hold ← for two seconds, then →+Punch
Victor rushes forward and delivers a deadly punch. The button chosen determines the attack range of the blow.

EX MOVES

THUNDERSTRIKE
Press and hold ↓ for two seconds, then press ↑+two Punch buttons
Victor slams the ground and electrifies the battle arena. This doesn't cause him any harm, but his opponent isn't so lucky.



Victor's Electric Squeeze is a great close-range alternative to a throw.

LORD RAPTOR

This guitar-plucking aristocrat zombie is the weirdest character in the game. Although he was born in 1889, he's into speed metal and chainsaws.

MOVES

AIR WALK
Jump, then →→ or ←←
Raptor walks so well in the air that he can trot over his foe's head.

HELICOPTER
↓↙←+Kick
Raptor spins like a top and boots his foe. As always, the button you press decides the attack range.

AIR HELICOPTER
Jump, ↓↙←+Kick
Same as above, but aimed downward from the air.

DEATH DANCE
↓↑+Kick
A similar move to the Helicopter. This flier inflicts multiple hits.

COFFIN MAKER
→↘↓↙←+Punch
Flip your foe into the air and then squash 'em on the ground.

HELL'S GATE
←↙↓↘→+Kick
Raptor disappears into the ground, reappearing in a different place on the screen. The button you press determines where you reappear.

EX MOVES

EVIL SCREAM
→, ←+any two Punches
Raptor takes a hold of his foe and scares him half to death.

SLAM DUNK
→↓↘+all Punch buttons
Raptor turns his foe into a basketball hoop and slam dunks a ball through his mouth. Honest!

Cheats

These cheats are for the Saturn version of the game, but may be retained on other machines. Give 'em a go!

MORE OPTIONS
On the options screen, highlight "Configuration" using Controller 1. Press Medium Kick, Light Punch, ↓, Light Kick, Medium Punch. An extra option, Appendix, appears. Select this for other options.

CHEESY COMBOS
Choose Auto-Guard. During the game, press all three punches or all three kicks for a really easy three-hit combo.

CHANGE COLORS
The button you use to pick your character, (six attack buttons and Start) determines the color of your character's outfit.

Killer Instinct™

Although showing its age, the original *Killer Instinct* is still worth a look. With its neat combos and smart super moves, this is one of the better games available on 16-bit systems.

Basic Brutality

As always, blocking is very important in *Killer Instinct*. However, the game has its own way of dealing with players who do nothing but block. A crouching block can be overcome with an overhead attack (press ←+Fierce Punch close to your foe). On newer versions of the game, you can fake an overhead attack with ←+Medium Punch. Of course, you can use low attacks on standing blockers.

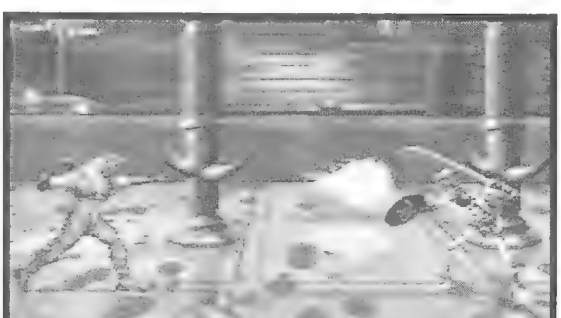
JAGO

SPECIAL MOVES

GREEN ENDOKUKEN
↓↘→+any Punch

LASER BLADE
↘↓↙+Fierce Punch

SUPER WIND KICK
Hold Fierce Kick, →↘↓↙+ release Fierce Kick



Jago's Green Endokuken is a missile attack.

TIGER FURY
→↓↘→+any Punch

WIND KICK
↘↓↙+any Kick

COMBOS

↘↓↙+FK, MK, ↘↓↙+FP, MK, ↘↓↙+MK
↘↓↙+FK, MK, →↘↓↙+FP, MK, →↘↓↙→+MP
Jump, MP, FK, →↓↘+MP
Jump, QK, QP, ↘↓↙+MK

COMBO BREAKER
→↓↘+Any Punch

FULGORE

SPECIAL MOVES

CYBERDASH
Charge ←, →+any Kick

PLASMAPORT (FRONT)
←↓↙←+any Punch

EYE LASER
↘↓↙+Fierce Kick

REFLECT SHIELD
↓↙←+any Punch

LASER STORM
↓↘→+any Punch

TWIN LASER STORM
←←↓↘→+Quick Punch

PLASMAPORT (BACK)
←↓↙←+any Kick

COMBOS

Jump, FP, MK, ↓↘→+MP
↘↓↙+FK, QP, ←↓↙←+QP
↘↓↙+FK, MK, →↓↘→+FP
Charge ←, →+MK, FP, →↓↘→+FP

COMBO BREAKER
→↓↘+MP

ORCHID

SPECIAL MOVES

FIRE CAT
Charge ←, →+any Punch

LASAKEN
↓↘→+any Punch

FLIK FLAK
Charge ←, →+any Kick

NIGUU GIRI
↘↓↙+Fierce Punch

ICHI (NI-SAN)
↘↓↙+Quick or Medium Punch

Orchid's Fire Cat is exactly that—a burning feline.

COMBOS

Jump, MK, FP, ↓↘→+FP
Charge ←, →+MP, FP, ↓↘→+FP
↘↓↙+MP, QK, ↘↓↙+MP, MK, ↘↓↙+FP
↘↓↙+MP, MK, ↓↘→+FP

COMBO BREAKER
←→+any Kick

CHIEF THUNDER

SPECIAL MOVES

SAMMAMISH
↓↙←+Medium or Quick Punch

KNOCKDOWN
Charge ←, →+Fierce Punch

PHOENIX
↓↘→+any Kick

TRIPLAX
Charge ←, →+any Punch

COMBOS

FP, MK, ↓↘→+FK
MP, FK, ↓↘→+FK
FK, MP, →↘↓↙←+MP
QP, QK, →↘↓↙←+FP

COMBO BREAKER
↓↙←+any Punch

SABREWULF

SPECIAL MOVES

FLAMING BAT
↓↙←+any Punch

SABREROLL
Charge ←, →+Quick Kick

SABRESPIN
Charge ←, →+any Punch

SABRECUT
Charge ←, →+Medium Kick

SABREPOUNCE
Charge ←, →+Fierce Kick

GROWL
↘↓↙+Fierce Kick

COMBOS

QP, Charge ←, QK, →+FK
MP, Charge ←, FK, →+QP
FK, Charge ←, MP, ←+MP, Charge →, MP, →+QK
QK, Charge ←, QP, →+FK

COMBO BREAKER
←, →+any Kick

GLACIUS

SPECIAL MOVES

SHOCKWAVE
↓↘→+any Punch

ICE LANCE
→↘↓↙←+Quick Punch

COLD SHOULDER
Charge ←, →+any Punch

LIQUIDIZE UPPERCUT
↓↘→+Medium or Fierce Kick

LIQUIDIZE TELEPORT
↓↘→+Quick Kick

Glacius's missile move, Shockwave, bounces along the floor.

COMBOS

↓↘→+MK, QK, ↓↘→+FP
Charge ←, →+FP, QP, ↓↘→+FK
MK, FP, ↓↘→+FK
QP, QK, ↓↘→+MK

COMBO BREAKER
Charge ←, →+any Punch

CINDER

SPECIAL MOVES

HEAT FIST
←←+Quick Punch

MIRAGE
→↘↓↙←+Fierce Punch

HEATSINK
→↘↓↙←+Medium Punch

DOWNWARD TORPEDO
in the air, →→+Quick Punch

TORPEDO DASH
Charge ←, →+any Punch

HORIZONTAL TORPEDO
In the air, →→+Fierce Punch

DESCENDING TORPEDO
In the air, →→+Medium Punch

SOMERSAULT KICK
→↘↓↘→+any Kick

INFERNO
→→+any Kick, or Charge ←, →+any Kick

COMBOS

QK, QP, →↓↘+MK
QK, Charge →, QP, ←+QP, MP, →↓↘+MP
FK, MP, →→+MP
MK, FP, →↓↘+QK

COMBO BREAKER
→↘↓↘→+any Kick

TJ COMBO

SPECIAL MOVES

SPINFIST
Charge ←, →+Quick Punch

LEAPING KNEE
Charge ←, →+Medium Kick

ROLL PUNCH
Charge ←, →+Medium Punch

FAST KNEE
Charge ←, →+Quick Kick

CHARGING STRIKE
Charge ←, →+Fierce Punch

BOLO PUNCH
Hold Fierce Punch for three seconds, release it, then press it again.

RISING KNEE
Charge ←, →+Fierce Kick

COMBOS

MP, Charge ←, FK, →+MP
FP, Charge ←, MK, →+QP
FK, Charge ←, MP, →+FK
MP, FK, →↘↓↙←+MK

COMBO BREAKER
Charge ←, →+any Kick

RIPTOR

SPECIAL MOVES

RIPTOR RAGE
Charge ←, →+any Punch

FIERY BREATH
↘↓↙+Fierce Punch

JUMP RAKE
Charge ←, →+any Kick

UPPERCUT SLASH
↘↓↙+Quick Punch

FIREBALL STORM
↓↙←+any Punch

TAIL STRIKE
↘↓↙+any Kick

COMBOS

FP, Charge →, MK, ←+QK, MK, ↘↓↙+MK
FP, MK, ↘↓↙+MK
MK, FP, ↓↙←+FP
QP, QK, ↘↓↙+MK

COMBO BREAKER
Charge ←, →+any Kick

SPINAL

SPECIAL MOVES

SLIDE KICK
↙↓↘+Fierce Kick

TELEPORT IN FRONT OF FOE
↓↓+any Punch

FIRE SHIELD
←+Quick Punch

TELEPORT BEHIND FOE
↓↓+any Kick

AIR TELEPORT IN FRONT OF FOE
hold Quick Punch, in the air ↓↓, release Quick Punch

AIR TELEPORT BEHIND FOE
hold Quick Kick, in the air ↓↓, release Quick Kick

SHIELD CHARGE
→→+any Punch

FIRE SWORD
Charge ←, →+Medium Punch

COMBOS

FP, MK, ↓↓+QK
QP, QK, ↓↓+FP
FK, Charge →, MP, ←+MP, FP, ↓↓+QP
QP, QK, ↓↘→+FP

COMBO BREAKER
→→+any Punch

HIDDEN CHARACTER-EYEDOL

SPECIAL MOVES

FIREBALL
↓↘→+any Punch

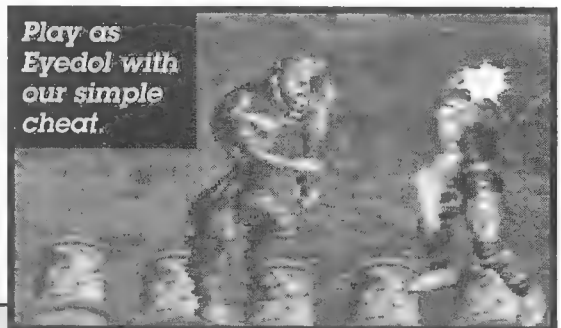
GROUND STRIKE
↓+any Kick

LOW BLOW
←+Fierce Punch

CROSS SWING
←→+Fierce Punch

CHARGING ATTACK
←→+Quick Punch

COMBO BREAKER
←→+QP, MP or FP



Cheats

PLAY AS EYEDOL

The final boss, Eyedol, can be selected by using this cheat. At the Character Select screen, choose Cinder. On the Vs. screen, hold → on the controller and press QP, QK, FP, MK, MP, FK. When the fight starts, you're Eyedol.

Killer Instinct®2

Is this the best 2D beat-'em-up ever? Its light-sourced, Silicon Graphics-inspired graphics are a real treat for the eyes, the animation is smooth and fluid, and, most important of all, the gameplay is out of this world. Combos are by far the most important aspect of the game—link killer blows together for as many as 50+ awesome hits. The special moves are well thought out and powerful, but not so powerful that they render regular attacks useless. In short, Nintendo and Rare have produced arguably the best 2D fighter around.

Basic Brutality

You won't get far in *Killer Instinct 2* unless you understand the theory behind its combo system. The game allows for combos that hit up to 70 times. A *KI2* combo is made up of five parts: a starter move, an Auto Double, a linker, a standing hit, and a finishing move or ender. Let's deal with these in turn.

STARTER MOVES

The starter move is an attack that starts a combo. It must not knock your opponent off his feet. Medium High and Medium Low attacks make ideal combo starters.

AUTO DOUBLES

This is a single button press that gives two hits. The Auto

Double is always one level lower than the last attack, so if you launch a strong attack, the Auto Double is a medium blow. For example, if you attack with Jago's Wind Kick (Medium Low) and want to launch into a combo, go for a Quick attack next. If you start with a Quick attack, your Auto Double is Fierce.

LINKERS

These are special moves that lead into another attack. After an Auto Double is performed, only a linker can keep the combo going—any other move ends it. Linkers never knock your opponent over.

STANDING HITS

These are also called free hits and are available after linkers. You can usually only slip in one free hit per combo. These moves also leave your opponent upright.

FINISHING MOVES

Finishing moves are also known as enders, and they complete a combo in spectacular style. You can use a regular attack instead of a finisher, but the ender is the most entertaining and effective way of sapping your opponent's energy.

Each character has five finishing moves. End a combo with one of these and the next finisher you use to end a combo has an attack automatically added. After this, the third finisher you use gains two hits, the fourth three hits and the fifth gains four. Note: The bonus only applies when using *different* combo finishers. If you perform the same combo ender twice, no extra hits are gained.

ULTRA COMBOS

Every character has an amazing Ultra combo that can only be used in the final round when your opponent's energy bar is flashing red. Use it instead of a combo ender.

ULTIMATES

These can be stand-alone moves or combo finishers. When you've performed one successfully, the screen darkens and you're treated to some wild and gory animation that makes *Mortal Kombat* look like *The Cosby Show*.

ASSAULTS

These are like mini-Ultras. Perform them at the end of a combo when your foe's first energy bar is flashing yellow.

SUPER POWER METER

This meter is located below the

energy bar. It's powered when an opponent blocks your attack or when you're on the receiving end of a combo. When there's energy in your Super Power meter, you can perform Super and Shadow moves.

SHADOW MOVES
These are powered-up versions of a character's special moves. A ghost trails your character around the screen, and your attacks are more powerful.

DEFENSE
Use these tactics to thwart enemy attacks.

BLOCKING
Block medium and high attacks by pressing the joystick or pad back. Press down and back to block low.

COMBO BREAKERS
These moves break an opponent's combo. You can do them at any point during the attack, but you have to use punches to break a kicking combo and vice versa.

GHOST MOVES
Performing a ghost move costs you one-eighth of your energy, but if you die, you get to return as a spirit to fight again. Your ghost starts with a full Super Power meter and all the energy you lost performing the initial move.

NOTATION
For the rest of the chapter, the attack buttons are labelled as follows:

Quick High:	1
Medium High:	2
Fierce High:	3
Quick Low:	4
Medium Low:	5
Fierce Low:	6

FULGORE

Height	6' 5"
Weight	650 lbs
Age	Unknown

SPECIAL MOVES

CYBER DASH
↙↓↘+4/5/6

PLASMA SHIELD
↓↙←+4

EYE LASER
↘↓↙+2/3

PLASMA SLICE
→↓↘+1/2/3

LASER STORM
↓↘→+1/2/3

FAKE LASER STORM
↓↙←+1

LOCK ON FIREBALLS
←↙↓↘→+4

COMBO BREAKER
→↓↘

AIR JUGGLE
↘↓↙+3

AIR STRIKE
→↓↘+1/2/3

RETALIATION
→↓↘+1/2/3

COUNTER PROJECTILES
↓↙←+4

SUPER MOVES

INVISIBILITY
→↘↓↙←+6

TELEPORT
←, ↓↙←+1/2/3 (in front of opponent)

TELEPORT
←, ↓↙←+4/5/6 (behind opponent)

TWISTIN' UPPERCUT
↓↙←, ←↙↓↘→+3

CLAW SPIN
←↙↓↘→, ←+6 (in combo only)

CHEST SPARKS
→↘↓↙←, →+4 (in combo only)

AIR EYE BEAM
↘↓↙+3 (in air)

FINISHING MOVES

ULTRA COMBO
→↓↘+4

ULTIMATE
Lazer ←↙↓↘→, ←+2

STARTERS

↙↓↘+5
↘↓↙+2

LINKERS

↘↓↙+2
↙↓↘+5
→↘↓↙←, →+4
←↙↓↘→, ←+6

ENDERS

↘↓↙+3
↓↘→+3
↙↓↘+6
↓↘→+2
↓↘→+1

Fulgore's Eye Laser makes a sizzling ender. Tap ↘↓↙+3 and watch 'em burn.

COMBOS

Jumping 6, 5, ↘↓↙+2
↙↓↘+5, 1, →↓↘+1
↘↓↙+2, 1, ↓↘→+2
↘↓↙+2, 1, →↓↘+3
↙↓↘+5, 4, ↙↓↘+5, 1,
↓↘→+2

ULTRAS

↙↓↘+6, 2, →↓↘+4
↙↓↘+5, 1, ↙↓↘+5, 1,
→↓↘+4

ULTIMATE

↙↓↘+5, 1, ↙↓↘+5, 1,
←↙↓↘→, ←+2

GLACIUS

Height	Variable
Weight	Unknown
Age	Unknown

SPECIAL MOVES

COLD SHOULDER
↓↘→+2

ICE UPPERCUT
↓↘→+5/6

AIR ICE UPPERCUT
↓↘→+5 (in air)

ICY GRIP
↓↘→+1

ARCTIC BLAST
↓↙←+1/2/3

ICE LANCE
↓↘→+3

ENERGY GAIN
↓↘→hold 4 (the longer you hold, the more energy you gain)

THROW
→+3 (close)

AIR JUGGLE
↓↘→+6

AIR STRIKE
↓↘→+6

RETALIATION
↓↘→+5/6

COUNTER PROJECTILES
↓↘→+5/6

SUPER MOVES

FIREBALL
→↘↓↙←, →+3

REVERSE UPPERCUT
↓↙←+6

FINISHING MOVES

ULTRA COMBO
↓↘→+4

ULTIMATE ICE SPEAR
↓↙←, →+5 (in combo only)

ULTIMATE ICE CRUSHER
←, →↘↓↙←+4

STARTERS

↓↘→+1
↓↘→+5
↓↘→+2
→+6

LINKERS

↓↘→+5
↓↘→+2

ENDERS

↓↘→+1
↓↘→+3 (air)
↓↘→+6 (air)
↓↙←+3
↓↘→+4

COMBOS

↓↘→+1, 6
↓↘→+1, 6, ↓↘→+2
Jumping 5, 1, ↓↘→+6
↓↘→+5, 4, ↓↘→+5, 1, 4, ↓↘→+1
Jumping 3, 5, ↓↘→+5, 4, 1, ↓↙←+3

ULTRAS

↓↘→+1, 6, ↓↘→+4
↓↘→+5, 4, ↓↘→+5, 1, 4, ↓↘→+4

ULTIMATE

↓↘→+1, 3, ↓↙←, →+5

JAGO

Height	5' 9"
Weight	190 lbs
Age	22 Years

SPECIAL MOVES

WIND KICK
↘↓↙+4/5/6

LASER SWORD
↘↓↙+2/3

NINJA SLIDE
↙↓↘+4/5/6

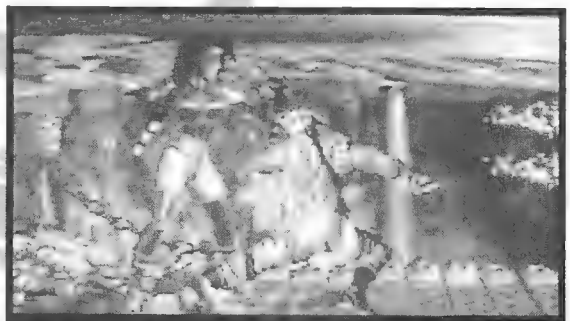
TIGER FURY
→↓↘+1/2/3

ENDOUKEN
↓↘→+1/2/3

RED ENDOUKEN
hold 3 ↓↘→release 3

FAKE ENDOUKEN
↓↘→+4

THROW
→+3 (close)



This move often catches foes off guard. Hit ↙↓↘+6 to slide through a projectile and score.

COMBO BREAKER
→↓↘

GHOST MOVE
→↘↓↙←, →+4

SHADOW MOVE
→↘↓↙←, →+5

AIR JUGGLE
↙↓↘+6

AIR STRIKE
↘↓↙+4/5/6

RETALIATION
→↓↘+1/2/3

COUNTER PROJECTILES
↙↓↘+4/5/6

SUPER MOVES

FATAL FURY UPPERCUT
↓↙←, ←↙↓↘→+3

MULTI-WIND KICK
→↘↓↙←, →+5 (in combo only)

FIREBALL SPRAY
→↘↓↙←+1

MULTI-SLIDE KICK
←↙↓↘→, ←+6 (in combo only)

FINISHING MOVES

ULTRA COMBO
↘↓↙+4

ULTIMATE LASER SWORD
→↓↘+6 (in combo only)

ULTIMATE FIREBALL SCORCHER
→↘↓↙←, →+2

STARTERS

↘↓↙+2/3
↘↓↙+5
↙↓↘+4/5/6

LINKERS

→↘↓↙←, →+5
←↙↓↘→, ←+6
↘↓↙+2
↘↓↙+4

ENDERS

↓↘→+3
↘↓↙+6
↘↓↙+3
→↓↘+3
→↓↘+2

COMBOS

Jumping 5, 1
↘↓↙+5, 4, 1
↘↓↙+2, 1, 1, ↘↓↙+3
↘↓↙+2, 1, 4, →↓↘+2
↙↓↘+5, 1, 4, ↘↓↙+6

ULTRAS

↘↓↙+5, 4, ↘↓↙+4
↙↓↘+5, 4, ↘↓↙+2, 3, ↘↓↙+4

ULTIMATE

↘↓↙+5, 4, ↘↓↙+2, 3,
→↘↓↙←, →+2

KIM-WU

Height	5' 4"
Weight	130 lbs
Age	17 Years

TORNADO KICK
↘↓↙+4/5/6

FIRECRACKER
↘↓↙+2/3

SPLIT KICK
↙↓↘+6

FIRE FLOWER
↓↘→+1

FIRE TORPEDO
↓↘→+2/3

AIR TORPEDO (STRAIGHT)
↓↘→+1/2/3

AIR TORPEDO (ANGLED)
↓↙←+1/2/3

AIR COMBO
↓↘→+1/2/3

AIR JUGGLE
↙↓↘+6

RETALIATION
→↓↘+1/2/3

COMBO BREAKER
→↓↘

Kim's Tornado Kick is her most potent weapon. Press ↘↓↙ and any kick button to execute.

SUPER MOVES

SNAP DRAGON
↓↙←, ←↙↓↘→+1/2/3

SHADOW TORNADO KICK
→↘↓↙←, →+6

SPINNING SLASHES
→↘↓↙←, →+3 (in combo only)

FINISHING MOVES

ULTRA COMBO
↓↘→+4

ULTIMATE CHEST STOMP
→, ←↙↓↘→+5

ULTIMATE FIRE SHURIKEN
←↙↓↘→+4 (in combo only)

STARTERS

↘↓↙+3
↘↓↙+4/5/6

LINKERS

↘↓↙+4/5
→↘↓↙←+2

ENDERS

↘↓↙+3
↘↓↙+6
↙↓↘+6
↓↘→+1
↙↓↘+5

COMBOS

3, ↘↓↙+6
3, ↘↓↙+6, ↘↓↙+6
↘↓↙+5, 2, ↙↓↘+6
↘↓↙+5, 2, ↙↓↘+5
Jumping 6, ↘↓↙+6, 5, ↘↓↙+3
Jumping 6, ↘↓↙+6, 5, ↙↓↘+5

ULTRAS

3, ↘↓↙+6, ↓↘→+4
↘↓↙+6, 2, ↘↓↙+5, ↓↘→+4

ULTIMATE

↘↓↙+4, 3, ←↙↓↘→, ←+4

MAYA

Height	5' 10"
Weight	140 lbs
Age	23 Years

The Mantis is a powerful and speedy attack. Tap ←→ +3 to perform it.

SPECIAL MOVES

FLIP KICK
←→+5

SAVAGE BLADE
←→+2

MANTIS
←→+3

JUNGLE LEAP
←→+4/5/6

COBRA BITE
←→+1

SAVAGE LEAP
←+3 (in air)

RETALIATION
↓, ↘+→+1

SUPER MOVES

POWER LEAP
→↘↓↙←, →+6

LAWNMOWER MAN
→↘↓↙←, →+2 (in combo only)

FLIP KICKS
→↘↓↙←, →+5 (in combo only)

FINISHING MOVES

ULTRA COMBO
→, ←+6

ULTIMATE SHRINKER
→↘↓↙←, ←+1

STARTERS

←→+2
←→+3
←→+5

LINKERS

→↘↓↙←, →+5
→↘↓↙←, →+2

ENDERS

↓↘→+1
↓↘→+3
↓↘→+4
↓↘→+6
→←+1

COMBOS

←→+2, 1, ↓↘→+1
←→+2, 4, ↓↘→+4
←→+5, 4, ↓↘→+1
Jumping 3, ←→+2, 1, →←+1
Jumping 2, ←→+5, 1, ↓↘→+1

ULTRA

←→+2, 4, →←+6
Jumping 6, ←→+5, 4, →←+6
3, ←→+5, 4, ←→+2, →←+6

ULTIMATE

←→+2, 1, ←→+5, ←↙↓↘→, ←+1

ORCHID

Height:	5' 7"
Weight	125 lbs
Age	24 Years

SPECIAL MOVES

FLIK FLAK
↘↓↙+4/5/6

SAN
↘↓↙+3

TIGER SLIDE
←↙↓↘→+4/5/6

AIR BUSTER
→↓↘+4/5/6

TONFA FIRE
↓↘→+1/2/3

FAKE TONFA FIRE
↓↘→+4

BATON DASH
↓↙←+2

THROW
→+3 (close)

COMBO BREAKER
→↓↘

AIR JUGGLE
↙↓↘+6

AIR STRIKE
↘↓↙+4/5/6

RETALIATION
→↓↘+4/5/6

COUNTER PROJECTILES
→↓↘+4/5/6

SUPER MOVES

HELICOPTER KICK
↓↙←, ←↙↓↘→+6

TIGER CHARGE
→↘↓↙←, →+5

FINISHING MOVES

ASSAULT
↓↘→+4

ULTRA COMBO
↓↙←+4

ULTIMATE SHOCK WAVE
←, →↘↓↙←+5

COMBOS

6, 5, ↘↓↙+6
↘↓↙+6, 6, 5, ↘↓↙+6
↘↓↙+6, 6, 5, ↓↘→+1
↘↓↙+6, 2, 1, ↓↘→+1
Jumping 3, 2, 1, ↘↓↙+3

STARTERS

↘↓↙+4/5/6
←↙↓↘→+4/5/6
↓↙←+2

LINKERS

→↘↓↙←, →+5 (with super energy)
←↙↓↘→, ←+3

ENDERS

↘↓↙+6
↙↓↘+4
↘↓↙+3
↓↘↓↘+6
↓↘→+1

ULTRAS

3, 2, ↓↙←+4
6, 5, ↘↓↙+5, ↓↙←+4

ULTIMATE

3, 2, ←, →↘↓↙←+5

SABREWULF

Height	5' 11"
Weight	400 lbs
Age	46 Years

SPECIAL MOVES

SABRE WHEEL
←→+5

DOUBLE WHEEL
→, →←+5

SABRE SPIN
←→+2

DOUBLE SPIN
→, →←+2

SABRE POUNCE
←→+3 (hold 3 to stay crouched)

SABRE FLIP
←→+6

POWER HOWL
←→+1 (charges Super Meter)

FAKE HOWL
←→+4

COMBO BREAKER
←→

AIR JUGGLE
←→+3

RETALIATION
←→+6

SUPER MOVES

LOOPY
→↘↓↙←, →+6

TRIPLE FIRE-CLAW
→↘↓↙←, →+3

GROUND SPARK
→↘↓↙←+3 in air (auto-dizzy)

FINISHING MOVES

ASSAULT
→←+4

ULTRA COMBO
←→+4

ULTIMATE SHOCKER
hold 6 for 3 sec. release 6 (in combo only)

ULTIMATE BAT ATTACK
hold 1 for 3 sec. release 1

STARTERS

←→+2
←→+5
←→+3

LINKERS

→↘↓↙←→+2 (1/2 meter)
→↘↓↙←, →+5 (1/2 meter)
←→+2

ENDERS

←→+1
←→+3
←→+5
←→+6
←→+4

COMBOS

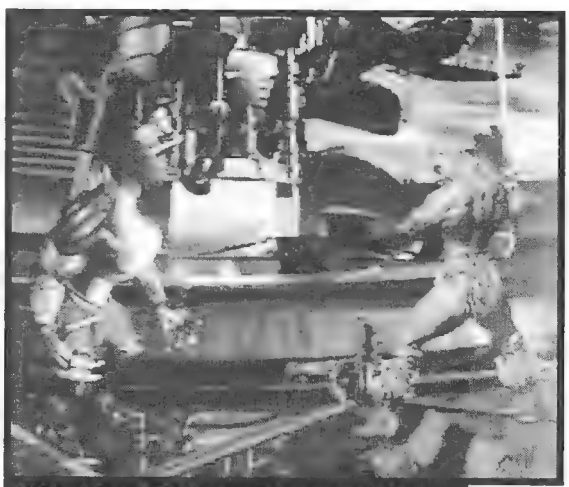
←→+2, 1
←→+3, 2, ←→+4
←→+5, 1, ←→+2, 1, ←→+5
←→+2, 4, ←→+2, 4, ←→+3
←→+2, 1, ←→+2, 4, ←→+6

ULTRAS

←→+5, 1, ←→+4
←→+2, 4, ←→+2, 1, ←→+4

ULTIMATE

←→+3, 2, hold 1 (3 seconds), release



The Howl Fakeout is great for fooling your foes. You freeze after a normal howl; if your opponent doesn't realize you're faking, he could move in for the kill and leave himself open.

SPINAL

Height:	5' 5"
Weight	110 lbs
Age	651 Years

SPECIAL MOVES

SKELE SCREW
↓↘→+2

FLAMING SKULL
↓↘→+5 (need 1 skull per Fireball)

FLAME BLADE
↓↘→+3

SKULL SCRAPE
↙↓↘+6

SOUL DRAIN
↓↘→+1

SHIELD CATCH
←+1

DART KICK
↓+6 (in the air only)

SKULL REPLENISH
↓↙←+2/3

COMBO BREAKER
↓↙←

SUPER MOVES

GRIM REAPER
↓↙←, ←↙↓↘→+3

SUPER SKULL THROW
←↙↓↘→+6

TELEPORT
↓↙←+4/5/6 (requires some Super Meter)

FINISHING MOVES

ULTRA COMBO
↓↙←+3 (need 1 skull)

ULTIMATE SKULL SMASH
←↙↓↘→, ←↙↓↘→+1

ULTIMATE SWORD SLICE
↓↓↓+4 (in combo only)

STARTER	LINKER
↓↘→+2	↓↘→+3

ENDERS

↓↙←+2	↓↙←+6
↓↙←+4	↓↘→+1
↓↙←+5	

COMBOS

↓↘→+2, 4, ↓↙←+2
↓↘→+2, 1, ↓↙←+5
↓↘→+2, 1, ↓↘→+1
↓↘→+2, 4, ↓↘→+3, ↓↙←+5
Jumping 2, 2, ↓↘→+2, 4, ↓↙←+6

ULTRAS

↓↘→+2, 4, ↓↙←+3 (need one skull)
3, ↓↘→, +2, 4, ↓↙←+3, 2, ↓↙←+3

ULTIMATE

↓↘→+2, 1, ↓↓↓+4

TJ COMBO

Height	6' 1"
Weight	220 lbs
Age	26 Years

(Note—hold down a button to charge)

SPECIAL MOVES

T.J. TREMOR
←→+5

SPIN FIST
←→+1

DOUBLE SPIN FIST
→←+1

ROLLER COASTER
←→+2

POWERLINE
←→+3

SKULL CRUSHER
←→+6

CYCLONE
hold 3 three sec. release 3

RUN PAST
←→+4

FAKE DIZZY
↓↘→+4 (press any button to come out)

THROW
→+2 (close)

COMBO BREAKER
←→

SHADOW MOVE
→↘↓↙←, →+2

AIR JUGGLE
←→+3

RETALIATION
←→+6

COUNTER PROJECTILES
←→+2

SUPER MOVES

AIR SHOCKER
→↘↓↙←+5 in air (auto-dizzy)

QUAD ROLL
→↘↓↙←, →+2

FINISHING MOVES

ASSAULT
←→+6

ULTRA COMBO
→←+3

ULTIMATE LAUNCH 'EM
hold 4 for 3 seconds. release 4 (in combo only)

STARTERS	LINKERS
←→+1	←→+2
←→+2	→←+1
←→+6	←→+6

ENDERS

←→+1	←→+5
←→+3	←→+6
←→+4	

COMBOS

←→+2, 2, 5, ←→+1
←→+6, 5, 4, ←→+5
Jumping 1, ←→+6, 5, 4, ←→+5
Jumping 4, 6, ←→+6, 5, 4, ←→+1
←→+6, 2, ←→+6, ←→+3

ULTRAS

←→+6, 5, →←+3
←→+2, 2, 4, ←→+6, →←+3

ULTIMATES

←→+6, 5, 4, hold 4 (for 3 sec), release 4

TUSK

Height	6' 11"
Weight	380 lbs
Age	31 Years

SPECIAL MOVES

BOOT KICK
↘↓↙+4/5/6

WEB OF DEATH
↘↓↙+3

SKULL SPLITTER
↙↓↘+6

CONQUER
→↓↘+1/2/3

BACK STAB
→↘↓↙←+1

AIR COMBO
↘↓↙+4/5/6

AIR JUGGLE
↙↓↘+6

RETALIATION
→↓↘+1/2/3

COMBO BREAKER
→↓↘

SUPER MOVES

DESTROYUSS
↓↙←, ←↙↓↘→+3

SUPER FLAMING SWORD
←↙↓↘→, ←+4

KICK RUSHES
→↘↓↙←, →+6 (in combo only)

FINISHING MOVES

ULTRA COMBO
→↘↓↙←+2

ULTIMATE DINO MUNCH
→↓↘+5 (in combo only)

ULTIMATE ROCK STORM
←↙↓↘→, ←↙↓↘→+2

STARTERS

↘↓↙+4/5/6
→↘↓↙←+1
↙↓↘+6
↓↙←+3

LINKERS

←↙↓↘→, ←+3
↘↓↙+3

ENDERS

↘↓↙+6
↙↓↘+6
→↓↘+3
→↘↓↙←+1
→, ↓↘→+1

COMBOS

↘↓↙+6, 2
↘↓↙+6, 5, ↘↓↙+3, 5,
→↘↓↙←+1
↘↓↙+5, 1, ←↙↓↘→, ←+3, 6,
→, ↓↘→+1
Jumping 1, 3, ↘↓↙+3, 2, →,
↓↘→+1
Jumping 6, 2, ↘↓↙+3, 3,
↘↓↙+3, 5, →↓↘+3

ULTRAS

→↘↓↙←+1, 3, ↘↓↙+3, 5,
→↘↓↙←+2
↘↓↙+6, 2, →↘↓↙←+2

ULTIMATE

→↘↓↙←+1, 3, →↘↓↙←,
→↘↓↙←+2

Cheats

Customize the game using these secret cheats and codes.

RANDOM SELECT

On the character select screen hold the joystick up and hit Start. The computer will now randomly select your fighter. This code works in one- or two-player mode.

GAME SPEED SELECT

This code allows you to vary the speed of the game. Input the following codes *before* you select your character. They can be used in either a one- or two-player game.

TURBO SPEED
Down + 2/5

ULTRA SPEED
Down + 3/6

CANCEL CODE
Down + 1/4

STAGE SELECT

The following codes allow you select the setting and musical accompaniment for a two-player battle. You must input your selected code *after* you've select your fighter.

THE SHIP ↓+6	JUNGLE ↑+2	STREET ↓+3
SPINAL'S SHIP ↓+5	STONEHENGE ↑+4	DUNGEON ↓+2
DOJO ↓+4	THE CASTLE ↑+1	HIDDEN SKY PAD ↓+5 (both players)
BRIDGE ↓+1	SPACESHIP ↑+3	
MUSEUM ↑+5	HELIPAD ↑+6	

Mortal Kombat® II

Not a bad game in its day, though its day has long passed. Today we expect more from a beat-'em-up than excellent graphics and gory special moves. The playability is there, but its lack of combos seriously harm its staying power. Not a disaster by any means, but dwarfed by later 2D fighters such as *Street Fighter Alpha*, *X-Men*, and *Ultimate Mortal Kombat 3*.

Basic Brutality

You must master these basic strategies to succeed in *Mortal Kombat II*.

OFFENSE

With so little emphasis on combos, you must fight a tactical battle using basic moves and special attacks. Don't fire one special move after another just because you can. By all means, use moves when they're useful, but don't neglect basic blows. Lighter strikes are usually faster but less powerful than hard hits. Use them for speed, mixing in a heavy attack when you've got your opponent rattled.

The uppercut is a devastating but predictable move. Use it to good effect, but don't leave yourself open to counter attacks. The footsweep is also useful—it causes little damage, but knocks your opponent to the ground. With good timing, you can hit your opponent just as he/she stands up.

DEFENSE
Learn to block. This is particularly important for combo-based games, but it's still true for *MKII*. There's no point taking three blows to deliver one. Also, remember that you can step back to avoid an attack, or even take to the air.

FATALITIES
At the end of a fight when you're offered the message "finish him", input a Fatality code to kill your opponent. Be quick—you only have a few seconds to execute it.

BABALITIES AND FRIENDSHIPS
To perform these moves you must win the last round of your fight without using either punch button—this includes specials and morphs that use them. You then input the code in the same way as that for a Fatality.

PITS
These Fatalities can only be performed in the Kombat Tomb and Pit II. Stand as close as you possibly can to your opponent before inputting a code.

DEAD POOLS
The Dead Pool Fatality (knock your foe into a river of acid) has a separate code, common to all players. This is hold ↓+LP+LK together, then HP for an uppercut.

NOTE ON ENDINGS
If you're having trouble entering a certain code, try holding BLOCK while tapping the control pad. This stops your character moving out of position (very important on Fatalities) or jumping, which ruins the code.

BARAKA

SPECIAL MOVES

BACKHAND
HP (close)

BLUE BOLT
↓↙←+HP

BLADE FURY
←←←+LP

DOUBLE KICK
HK, HK

BLADE SLICE
←+HP

ENDINGS

FATALITY 1
←→↓→+LP (close)

FATALITY 2
←←←←+HP (hold BLOCK to prevent movement)

BABALITY
→→→+HK

FRIENDSHIP
↑→→+HK

PITS
→→↓+HK

JAX

SPECIAL MOVES

HAMMER
HP (close)

GOTCHA GRAB
→→+LP

ENERGY WAVE
→↘↓↙←+HK

EARTHQUAKE
hold LK for three seconds

MULTI-SLAM
tap HP repeatedly during a throw

BACKBREAKER
BLOCK in jump

ENDINGS

FATALITY 1
hold LP, press →→→ then release LP (stand outside punching range)

FATALITY 2
BLOCK x4, LP a step away

BABALITY
↓↑↓↑, LK

FRIENDSHIP
↓↓↑↑, LK

PITS
↑↑↓, LK

JOHNNY CAGE

SPECIAL MOVES

STOMACH JAB
HP (close)

RISING KICK
any kick while close

SHADOW UPPERCUT
←↓←, HP

SHADOW KICK
←→, LK

LONG GREEN BALL
→↘↓↙←+HP

SHORT GREEN BALL
←↙↓↘→+LP

BALL BREAKER
LP and BLOCK together

ENDINGS

FATALITY 1
→→↓↑

FRIENDSHIP
↓↓↓↓+HK

FATALITY 2
↓↓→→, LP

PITS
↓↓↓+HK

BABALITY
←←←+HK

KITANA

SPECIAL MOVES

ELBOW
HP (close)

FAN SLICE
←+HP

FAN THROW
→→+HP and LP

AIR ATTACK
→↘↓↙←+HP

FAN LIFT
←←←+HP

ENDINGS

FATALITY 1
hold LK+→→↓→, release LK

FRIENDSHIP
↓↓↓↑+LK

FATALITY 2
BLOCK, BLOCK, BLOCK, HK

PITS
→↓→+HK

BABALITY
↓↓↓+LK

KUNG LAO

SPECIAL MOVES

HEADBUTT
HP (close)

TELEPORT
↓↑

WHIRLWIND SPIN
hold BLOCK, ↑↑+LK, release BLOCK (tap LK to sustain)

HAT THROW
←→+LP

AIR KICK
↓+HK while leaping

ENDINGS

FATALITY 1
→→→+LK outside sweep range

FATALITY 2
Hold LP, ←→, Release LP at very long range

BABALITY
←←→→+HK

FRIENDSHIP
←←←↓+HK

PITS
→→→+HP

LIU KANG

SPECIAL MOVES

FOREARM
HP (close)

BICYCLE KICK
hold LK for three seconds

FLYING KICK
→→+HK

LOW FIREBALL
→→+LP+LP

HIGH FIREBALL
→→+HP

ENDINGS

FATALITY 1
↓→←←, HK. Stand about half a step away.

FATALITY 2
Stand close and rotate 360° away from your foe. Hold BLOCK if you need to.

BABALITY
↓↓→←, LK

FRIENDSHIP
→←←←+LK

PITS
←→→+LK

MILEENA

SPECIAL MOVES

ELBOW
HP (close)

GROUND ROLL
←←↓+HK

SAI THROW
HP for three seconds

TELEPORT KICK
→→+LK

ENDINGS

FATALITY 1
hold HK for three seconds. Press before the end of the contest, release three seconds after the message appears

FATALITY 2
→←→+LP stand a step away

BABALITY
↓↓↓+HK

FRIENDSHIP
↓↓↓↑+HK

PITS
→↓→+LK

RAYDEN

SPECIAL MOVES

MINI UPPERCUT
HP (close)

LIGHTNING
↓↘→+LP

TELEPORT
↓↑

FLYING ATTACK
←←→

ELECTROCUTION
hold HP for three seconds (close)

ENDINGS

FATALITY 1
hold HP for ten seconds (you have to start this move *before* the fight ends)

FATALITY 2
hold LK for five seconds, then tap BLOCK and LK repeatedly. Keep tapping while foe is being electrocuted—they eventually explode

BABALITY
↓↓↑+HK

FRIENDSHIP
↓←→+HK

PITS
↑↑↑+HP

REPTILE

SPECIAL MOVES

BACKHAND
HP (close)

SLIDE
←+LP+BLOCK+LK (close)

INVISIBILITY
↑↑↓+HP

SPIT ACID
→→+HP

POWER BALL
←←, HP+LP

ENDINGS

FATALITY 1
Hold BLOCK and tap ↑↑↓, HK to become invisible (you can do this before the end of the fight), then move in and hit →→↓+HK. Very close

FATALITY 2
←←↓+LP one jump away

BABALITY
↓←←+LK

FRIENDSHIP
←←↓+LK

PITS
↓→→+BLOCK

SCORPION

SPECIAL MOVES

BACKHAND
HP (close)

SPEAR
←←+LP

LEG GRAB
→↘↓↙←+LK

AIR THROW
BLOCK while in the air

TELEPORT PUNCH
↓↙←+HP

ENDINGS

FATALITY 1
↓↓↑↑+HP

FATALITY 2
Hold HP, ↓→→→, release HP. Stand very close

BABALITY
↓←←+HK

FRIENDSHIP
←←↓, HK

PITS
↓→→+BLOCK

SHANG TSUNG

SPECIAL MOVES

SKULLS
←←→→, HP

MORPHS
LIU KANG
←→→+BLOCK

JOHNNY CAGE
←←↓+LP

BARAKA
↓↓+LK

KUNG LAO
←↓←+HK

REPTILE
↑↓+HP

MILEENA
hold HP for three seconds

KITANA
BLOCK, BLOCK, BLOCK

SUB-ZERO
→↓→+HP

SCORPION
↑↑

JAX
↓→←+HK

RAYDEN
↓←→+LK

ENDINGS

FATALITY 1
hold HK for three seconds just inside sweep distance

FATALITY 2
hold LP for 30 seconds (note- you must start this move BEFORE the fight ends)

BABALITY
←→↓+HK

FRIENDSHIP
←←↓→+HK

PITS
↓↓↑↓

SUB-ZERO

SPECIAL MOVES

BACKHAND
HP (close)

SLIDE
←+LK+LP+BLOCK (together)

GROUND FREEZE
↓↙←+LK

FREEZE
↓↘→+LP (use this on someone who's already frozen and it backfires)

ENDINGS

FATALITY 1
→→↓, HK to freeze your foe, then →↓→→+HP to kill. Very close.

FATALITY 2
Hold LP, tap ←←↓→, release LP. Full screen away

BABALITY
↓←←+HK

FRIENDSHIP
←←↓, HK

PITS
↓→→+BLOCK

Cheats

Dare you find these hidden characters?

JADE

On your way up the mountain of fighters, you pass a question mark that seems to have no purpose. In the battle immediately before it, win a round using only LK. The question mark then becomes a pathway to a hidden opponent, Jade. Don't worry if you lose—you don't lose a credit or have to reselect characters.

SMOKE

On the Portal stage, repeatedly uppercut until you get the "Toasty" message. Then hold ↓ and press Start. If you time it right, you're off to do battle with Smoke. Again, your credits aren't at risk if you lose.

NOOB SAIBOT

To find this character you must win 50 battles in a row. A cheesy way of doing this is to play a two-player game on your own, beating up on a character who can't fight back. Saibot is difficult to fight. Being a dark shadow, he's often difficult to see, let alone hit.

PONG

Play 250 battles in two-player mode and you get to play *Pong*, one of the first video games ever. After seven points of *Pong*, it's back to *Mortal Kombat II*.

Mortal Kombat® 3

Love 'em or hate 'em, you just can't ignore 'em—the *Mortal Kombat* series is here to stay. The third installment of Williams Bally Midway's infamous gorefest is a vast improvement over *MK2*. There are decent kombos instead of two-hit wonders, there are more fatalities and other end games, and there are loads more characters to play. The game's careful learning curve means that practice really does make perfect. All in all, a great beat-'em-up.

MOVES

HK=High Kick LK=Low Kick HP=High Punch

Basic Brutality

FATALITIES

Enter one of these codes when you get the message 'Finish Him/Her.' Excecute it correctly and you're treated to an awesome ending.

BABALITIES

Win a match without blocking in the winning round and you can turn your enemy into a nappy-wearing infant.

FRIENDSHIPS

Again, win without blocking in the winning round and you can now enter a Friendship code at the 'Finish Him/Her' message, usually with hilarious results.

MERCY

This is new to *MK3*. Instead of executing a Fatality, hold Run and tap Down four times,

then release Run. You must be out of sweep range. For Mercy to be granted, both fighters must have won a round. Your opponent regains a small amount of energy and the fight continues.

ANIMALITIES

Grant a Mercy, beat your opponent for the second time, and then enter the Animality code at the 'Finish Him/Her' prompt. You turn into an animal before killing your foe.

PIT FATALITIES

These can replace a regular Fatality on certain stages. These are The Pit 3, The Subway, and Shao Kahn's Tower.

BEATING THE BOSES

To beat the game you must get the better of both Motaro and Shao Kahn. Here are the best ways to go about your task.

MOTARO

Shao's number two often grabs his hapless opponent in one hand and then punches him/her across the screen with the other, inflicting mega damage. There is no way to block this monster move as it counts as a throw. The best tactic is to stay away from the big guy, make your attack, and then retreat to safety.

Another high-impact move that quickly drains your energy is Motaro's punch. Unlike the grab and punch, this blow can be blocked, which substantially limits the amount of damage you sustain.

The two-hoofed kick draws mega blood and drains masses of energy. Motaro uses this move if you're out of his grabbing range, so always be ready to jam the block button. If you're successful, you get a couple of seconds to launch a counter attack, so let fly with an uppercut.

Motaro also uses his vast tail to sweep opponents off their feet. He usually attempts a tail sweep after you've connected with an attack, so get ready to block.

The humble uppercut is the best move to use against Motaro. Adopt a crouching position and then unleash your punch as the beast comes into range. If you time the blow correctly you're able to defeat him using this move alone—it may sound too easy to be true, but it's the only tactic that works consistently!

Motaro demonstrates an amazing ability to rebound all the projectile moves in the

game. This means characters like Sub-Zero, who rely heavily on projectile attacks, are in for a tough time. Motaro can also fire up to six energy-draining fireballs from his vast tail. Be sure to block the monster's multiple attacks or it's game over.

Not only is the beast blessed with a host of awesome special moves, Motaro can also teleport from one side of the screen to the other. Keep the block button jammed down as he morphs—he has a habit of reappearing right behind you!

SHAO KAHN

Kahn doesn't just beat his opponents, he humiliates them. His lack of respect for your challenge means he frequently laughs at your incompetence. When he begins laughing, fire a projectile to remind him the battle isn't over—Sub Zero's Ice Blast works particularly well.

Cyrax has the most effective way of beating Shao Kahn—his Net Attack. Kahn appears to have no answer to this move. Shao gets tangled in the web every time, leaving the cybernetic ninja free to uppercut the life right out of him.

Keep an eye out for Kahn's awesome Hammer. Block this attack or you'll end up with a giant mallet deep in your head. Alternatively, duck underneath the hammer and counterattack with an uppercut.

Kahn's new jumping knee attack allows him to attack opponents with amazing ferocity while they're in midair. However, if Shao misses you with this aerial assault, he's vulnerable to an uppercut. This "block-and-then-uppercut" attacking style is the best way of inflicting damage on the main man.

No end-of-game boss is complete without a powerful projectile move and Shao Kahn is no exception. The evil emperor is armed with a huge green fireball. The missiles are usually fired in pairs and if the first hits you it's impossible to block the second, so be on your guard at all times.

Kahn's most powerful move is his shoulder charge. This move inflicts mega damage and is very tricky to block due to its speed. In *MKII* you could block the shoulder charge and then uppercut Kahn before he could parry, but this time it takes you longer to recover from the charge so this tactic is no use. The best way to combat the shoulder charge is to use a projectile move as Shao slides toward you.
Use lots of uppercuts. An uppercut should always be followed by a projectile move—Kahn finds these particularly difficult to block.

CYRAX

Cyrax, or unit LK-4D4, is one of three ninja cyborgs sent to kill Sub-Zero. Because he has no soul, he cannot be detected by Shao Kahn.

SPECIAL MOVES

NET KAPTURE
←←LK

TELEPORT
→→↓BL

EXPLOSIVES NEAR
h LK, ←←HK

EXPLOSIVES FAR
h LK, →→HK

THROW
→+LP

BABALITY
→→←HP

FRIENDSHIP
RN, RN, RN, ↑

ANIMALITY
↑↑↓↓

FATALITY 1
↓↓→↑RN

FATALITY 2
h BL, ↓↓↑↓r BL, HP

PIT FATALITIES
BL, BL, RN, BL, RN

KOMBOS

HK, HK, ←+HK
(h LK, →→HK), (h LK, ←←HK), ↓+HP
HP, HP, LP (3 hit 18%)
(←←LK), (h LK, ←←HK), ↓+HP (2 hits 32%)

JAX

Together with Sonya, Jax tried and failed to convince the authorities that the Outworld threat is real. Instead, he covertly prepares for the onslaught, fitting his arms with indestructible bionic attachments.

SPECIAL MOVES

DOUBLE MISSILE
→→←←HP

SHOULDER SLAM
→→HK

GOTCHA GRAB AND PUNCH
→→LP (LP, LP, LP...)

GOTCHA THROW
Throw (→+LP) and then keep tapping HP

GROUND SMASH
h LK (3 secs) r LK

THROW
→+LP

BABALITY
↓↓↓LK

FRIENDSHIP
LK, LK, RN, RN, LK, (Sweep)

ANIMALITY
h LP, →→↓→r LP

FATALITY 1
h BL, ↑↓→U+r BL (close)

FATALITY 2
RN, BL, RN, RN, LK, (Far)

PIT FATALITIES
↓→↓LP

KOMBOS

HP, HP, BL, LP, ←+HP
HK, HK, ←+HK
Jumpkick, (h LK [3 secs], r LK)

KABAL

A survivor of an attack by Shao Kahn's extermination squads, Kabal was tortured and hideously disfigured. Once a member of the Black Dragon crime syndicate, he now yearns for revenge against Kahn and fellow former member Kano, who avoided a similar fate by switching allegiances.

SPECIAL MOVES

PURPLE FIREBALL
←←HP (also in midair)

TORNADO SPIN
←→LK

GEAR SLICE
←←←RN

THROW
→+LP

BABALITY
RN, RN, LK

FRIENDSHIP
RN, LK, RN, RN, ↑

ANIMALITY
h HP, →→↓→r HP (close)

FATALITY 1
↓↓←→BL (sweep)

FATALITY 2
RN, BL, BL, BL, HK (close)

PIT FATALITIES
BL, BL, BL, HK

KOMBOS

(←→LK), HP, HP, HK, ←+HK (5 hit)
LK, LK, HP, HP, ↓+LP, ↓+HP (6 hit)

KANO

This evil traitor was thought to be dead after the first *Mortal Kombat* tourney. In fact he survived, turning up in chains in *MKII*. He escaped, and now joins Shao Kahn's invasion of the Earth, intending to teach Outworlders how to use Earth weapons.

SPECIAL MOVES

KNIFE THROW
↓↙←+HP

KNIFE UPPERCUT
↓↘→+HP

GRAB AND BITE
←↙↓↘→+LP
(Also ↓↙←+LP)

AIR THROW
BL (In air)

ROLL
h LK (3 secs), r LK

THROW
→+LP

BABALITY
→→↓↓LK

FRIENDSHIP
LK, LK, RN, RN, HK,
(Just outside sweep)

ANIMALITY
h HP, BL, BL, BL, r HP

FATALITY 1
h LP, →↓↓→r LP,
(Close)

FATALITY 2
LP, BL, BL, HK

PIT FATALITIES
↑↑←LK

KOMBOS

HP, HP, HK, LK, ←+HK
HK, HK, LK, ←+HK
HP, HP, ←+HK, ←+LK, ←+HK
HK, HK, ←+LK

KUNG LAO

Kung Lao was trying to reform his old group, the White Lotus Society, when Kahn invaded. Lao must now stand firm against him.

SPECIAL MOVES

HAT THROW
←→LP

TELEPORT
↓↑

FLYING KICK
↓+HK (in midair)

SPINNING SHIELD
→↓→RN

THROW
→+LP

BABALITY
↓→→HP

FRIENDSHIP
RN, LP, RN, LK

ANIMALITY
RN, RN, RN, RN, BL

FATALITY 1
→→←↓HP (close)

FATALITY 2
BL+RN, BL+RN, ↓ (sweep)

PIT FATALITIES
↓↓→→LK

KOMBOS

LK, LK, ←+HK
HP, LP, HP, LP, LK, LK, ←+HK

LIU KANG

A superb fighter, this Shaolin monk won the first two tournaments. He is the main target for Kahn's extermination squads.

SPECIAL MOVES

HIGH FIREBALL
→→HP

LOW FIREBALL
→→LP

FLYING KICK
→→HK

BICYCLE KICK
h LK (3 secs), r LK

THROW
→+LP

BABALITY
↓↓↓HK

FRIENDSHIP
↓+RN, ↓+RN, ↓+RN

ANIMALITY
↓↓↓↑(Sweep)

FATALITY 1
→→↓↓LK

FATALITY 2
↑↓↑↑BL+RN

PIT FATALITIES
RN, BL, BL, LK

KOMBOS

HP, HP, BL, LK, LK, HK, LK
LK, LK, HK, LK
Jumpkick, (→→HK)
HP, LK, LK

NIGHTWOLF

His work as a historian and preserver of his peoples' culture gave Nightwolf a broad knowledge of North American Indian shamanism and magic. He uses these skills to good effect in the battle against Shao Kahn.

SPECIAL MOVES

AXE UPPERCUT
↓↘→+HP

ARROW
↓↙←+LP

SHIELD AURA
←←←HK

SHADOW SHOULDER
→→LK

THROW
→+LP

BABALITY
→←→←LP

FRIENDSHIP
RN, RN, ↓RN, ↓
(Past sweep)

ANIMALITY
→→↓↓(close)

FATALITY 1
←←↓HP (outside sweeping distance)

FATALITY 2
↑↑←→BL (close)

PIT FATALITIES
RN, RN, BL

KOMBOS

HP, HP, LP, ↓↘→+HP
HK, HP, HP, LP, ↓↘→+HP, ↓↘→+HP, (→→LK)
(↓↘→+HP), (→→LK)
(↓↘→+HP), ←+HK

SEKTOR

Another ninja cyborg, Sektor (or unit LK-9T9) can fire missiles from a launcher in his chest. Being a prototype, though, he's not the strongest of fighters.

SPECIAL MOVES

HEAT-SEEKING MISSILE
→↘↓↙←+HP

STRAIGHT MISSILE
→→LP

TELEPORT PUNCH
→→LK (also in mid-air)

THROW
→+LP

BABALITY
←↓↓↓HK

FRIENDSHIP
RN, RN, RN, RN, ↓(past sweep)

ANIMALITY
→→↓↑(close)

FATALITY 1
LP, RN, RN, BL (inside sweep)

FATALITY 2
←→→→←BL (past sweep)

PIT FATALITIES
RN, RN, RN, ↓(close)

KOMBOS

HP, HP, HK, ←+HK
Jumpkick, (→→LK), Jumpkick
(→↘↓↙←+HP), (→→LK), (→→LP)
HP, HP, ↓+LP, (→→LP)

SHANG TSUNG

Shao Kahn's leading sorcerer is back, and he's more powerful than ever. Forgiven for not winning the first Kombat tournament, he's instrumental in Kahn's plans to conquer the Earth.

SPECIAL MOVES

1 FIREBALL
←←HP

2 FIREBALLS
←←→HP

3 FIREBALLS
←←→→HP

VOLCANIC ERUPTION
→←←LK

THROW
→+LP

BABALITY
RN, RN, RN, LK

FRIENDSHIP
LK, LK, RN, RN, ↓(Sweep)

ANIMALITY
h HP, RN, RN, RN, r HP

FATALITY 1	FATALITY 2	PIT FATALITIES
h LP, ↓→→↓ rLP (Close)	h LP, RN, BL, RN, BL, r LP (half a step away)	↑↑←LP

MORPHS

CYRAX
BL, BL, BL

JAX
→→↓LP

KABAL
LP, LP, BL, HK

KANO
→←→BL

KUNG LAO
RN, RN, BL, RN

LIU KANG
360° clockwise

NIGHTWOLF
↑↑↑

SEKTOR
↓→←RN

SHEEVA
→↓→LK

SINDEL
←↓←LK

SONYA
↓+RN+LP+BL

STRYKER
→→→HK

SUB-ZERO
→↓→HP

KOMBOS

HP, HP, LP, ←+HK
HK, HP, HP, LP, ←+HK
(→←←LK), (←←→→HP)
HK, HK, ←+HK

SHEEVA

This four-armed member of the Shokan race was enlisted as Queen Sindel's personal protector, but switched sides when Shao Kahn recruited Motaro, a centaur, as leader of his extermination squads. In Outworld, Shokans and Centaurs are sworn enemies.

SPECIAL MOVES

MEGA STOMP	GROUND STOMP	BABALITY
↓↑	←↓←HK	↓↓↓←HK
FIREBALL	**THROW**	**FRIENDSHIP**
↓↘→+HP	→+LP	→→↓→HP

ANIMALITY
RN, BL, BL, BL, BL (Close)

FATALITY 1
h HK, →←→→rHK (Close)

FATALITY 2
→↓↓→LP (Close)

PIT FATALITIES
↓→↓→LP

KOMBOS

HP, HP, LP, F+HP
HP, HP, LP, HK, HK, LK, B+HK
HP, HP, LP, F+HP, (↓↘→+HP)
JUMPKICK, (←↓←HK)

SINDEL

Sindel thinks she's Shao Kahn's queen, but the truth is far more sinister. She once ruled Outworld with her king, Jerrod, but Kahn snatched away her kingdom and altered her mind. She has a daughter called Kitana, who first appeared in *Mortal Kombat II*.

SPECIAL MOVES

MIDAIR FIREBALL
↓↘→+LK (In midair)

FIREBALL
→→LP

SHRIEK WAVE
→→→HP

FLIGHT
←←→HK

THROW
→+LP

BABALITY
RN, RN, RN, UP

FRIENDSHIP
RN, RN, RN, RN, RN, UP

ANIMALITY
→→↑HP

FATALITY 1
RN, RN, BL, BL, RN+BL (Close)

FATALITY 2
RN, RN, BL, RN, BL (Sweep distance)

PIT FATALITIES
↓↓↓↓LP

KOMBOS

HK, HP, HP, LP, HK
HK, HP, HP, ↓+HP, Jumpkick, (↓↘→+LK in midair)
HP, HP, ↓+HP, (→→LP)
HK, HP, HP, LP

SONYA

Also captured by Shao Kahn after the first tourney, Sonya is rescued by Major Jackson Briggs, known as Jax to his friends. Together they try to warn the US government of the impending invasion.

SPECIAL MOVES

ENERGY RINGS ↓↘→+LP	THROW →+LP	FATALITY 1 ←→↓↓RN
BICYCLE KICK ←←↓HK	BABALITY ↓↓↓→LK	FATALITY 2 ↑↑←↓BL+RN
MIDAIR PUNCH →←HP	FRIENDSHIP ←→←↓RN (fast)	PIT FATALITIES →→↓HP
LEG GRAB ↓+LP+BL+LK	ANIMALITY h LP, ←→↓→r LP	

KOMBOS

HP, HP, LP, ←+HP
HK, HK, HP, HP, LP, ←+HP
HK, HK, ←+HK
Jumpkick, ←+LK, (↓+LP+BL+LK)

STRYKER

The lone survivor of a city once populated by millions, riot cop Kurtis Stryker becomes one of the chosen warriors. Stryker is unfamiliar to Kahn—will the element of surprise help?

SPECIAL MOVES

HIGH GRENADE
↓↙←+HP

LOW GRENADE
↓↙←+LP

RIOT KLUB THROW
→→HK

RIOT KLUB TRIP
→←LP

THROW
→+LP

BABALITY
↓→→←HP

FRIENDSHIP
LP, RN, RN, LP

ANIMALITY
RN, RN, RN, BL
(Sweep)

FATALITY 1
↓→↓→BL (Close).
Also ↓↘→, ↓↘→, BL

FATALITY 2
→→→→LK (Far)

PIT FATALITIES
→↑↑HK

KOMBOS

LK, LK, ←+HK
HK, HP, HP, LP, (→→HK) (5 hits 42%)
HP, HP, LP
Jumpkick, (→←LP)

SUB-ZERO

The original Sub-Zero was killed by Scorpion in the first *Mortal Kombat* tourney. His younger brother now takes his place, and he's unmasked. He's now pursued by evil, automated assassins sent by his former ninja clan.

SPECIAL MOVES

ICE SHOWER FAR
↓↘→+HP

ICE SHOWER NEAR
↓→←HP

ICE KLONES
↓↙←+LP

ICE BLAST
↓↘→+LP

SLIDE
←+LP+BL+LK

THROW
→+LP

BABALITY
↓←←HK

FRIENDSHIP
LK, LK, RN, RN,
↑(Sweep)

ANIMALITY
→→↑↑(Close)

FATALITY 1	FATALITY 2	PIT FATALITIES
←←↓←RN	BL, BL, RN, BL, RN	←↓→→HK
(sweep)	(Close)	

KOMBOS

HP, HP, LP, ←+LK, ←+HK, ←+HK
HK, HK, ←+HK
Jump kick, (←+LP+BL+LK)
←+LK, ←+HK, ←+HK, (←+LP+BL+LK)—4 hits 22%

Cheats

The most mysterious character in the game, Smoke, alias unit LK-7T2, only appears randomly on the character select screen, until you enter the Ultimate Kombat Kode. The third and most advanced of the prototype cyber ninjas, Smoke is an emotionless killer that mercilessly hunts and eliminates his targets. Although most of his memories were eradicated during the automation process, he is starting to question his mission. Will he ever realize why?

To find Smoke, go to the Kombat Kodes screen which appears at the end of a fight and press HP, Up+BLK, HK on the first controller, and HPx2, LPx2, BLKx3, Hkx4 on the second. This is Kombat Kode 10902-22234; for a more detailed explanation of Kombat Kodes, see the cheats section in the Ultimate Mortal Kombat 3 chapter.

SMOKE SPECIAL MOVES

SPEAR
←←LP

TELEPORT PUNCH
→→LK

INVISIBILITY
↑↑RN

BABALITY
↓↓←←HK

FRIENDSHIP
RN, RN, RN, HK
(Full screen)

ANIMALITY
↓→→BL (Jump back and take one further step back)

FATALITY 1
h BL, ↑↑→↓r BL
(Full screen away)

FATALITY 2
h RN+BL, ↓↓→↑
r RN+BL (just past sweep)

PIT FATALITIES
→→↓LK

Primal Rage™

Can you fault it? When you splash out on *Primal Rage* you not only get a dino-based beat-'em-up, you also get volleyball and bowling outings. The 'piddle on a fallen foe' fatality is a great laugh, but less funny are the small number of characters, poor animation, and lack of fluidity. Neither a great game, nor even a particularly good one.

Basic Brutality

These moves are common to all characters.

↓ + Low Fierce: Tail Sweep.

Block: Back while under attack.

ARMADON

A burly dinosaur, Armadon is a wrestling Godzilla who fights best when close to an opponent. The defensive Bed-O'-Nails technique works brilliantly when opponents take to the air. As a long range striker, Armadon is weak, Although a succession of Hornication Uppercuts can cripple an opponent, more than making up for his plodding pace.

Use Armadon's Bed-O'-Nails as a great defensive move.

SPECIAL MOVES

BED-O-NAILS
Hold High Fierce + Low Quick; ↓↑ (holding buttons extends duration of move)

IRON MAIDEN
Hold High Fierce + Low Quick; ←↑→

MEGA CHARGE
Hold High Quick + Low Quick; (←-↓-→)

GUT-GOUGER
(Close) hold High Quick + High Fierce + Low Quick; →←

HORNICATION UPPERCUT
Hold High Quick + High Fierce + Low Quick; move ↘→↗

SPINNING DEATH
Hold High Quick + Low Fierce; ←→↓

FLYING SPIKES
Hold High Fierce + Low Fierce; ←↑

HUMAN CHOMP
Hold all buttons; ↑→↓

FATALITIES

GUT FLING
Hold High Quick + High Fierce + Low Quick; ↓↓↓↓↑

MEDUSA TOUCH
Hold all buttons; → ↓ ←→→

SPIKE IMPALE
Hold all buttons; ↓←↑↓

BLIZZARD

Using Blizzard, hold all buttons and press ↓→↑↓↑ for this fatality.

A Low Quick between King Kong and the devil, Blizzard is a vicious fighter and can string together many combos with his array of punches, chops and swipes. A good all-rounder, this blue-skinned, ape-like demon is agile, quick, and (when on a roll), hard to counter. It's best to leave him on the ground rather than bouncing around in the air, where he's vulnerable. One of the best tactics is to sling out a Freeze Breath, followed by a rushing punch, followed by a series of multiple strikes to the body with his giant, hairy fists. One of the best punching primates on offer.

SPECIAL MOVES

QUICK MEGA PUNCH
Hold High Quick + Low Quick; ←→

SHORT MEGA PUNCH
Hold all buttons; ←→

LONG MEGA PUNCH
Hold High Fierce + Low Fierce; ←→

FAKE MEGA PUNCH
Hold High Quick + Low Quick; ↓↑

FREEZE BREATH
Hold High Quick + High Fierce + Low Fierce; ←→

ICE GEYSER
(Close) hold High Quick + High Fierce + Low Fierce; ↓↑

PUNCHING BAG
Stun opponent, hold High Quick + Low Fierce; →↓←↑ and the following button to deliver wind-up punch: High Fierce; low arc, Low Quick; medium arc, Low Fierce; high arc.

AIR THROW
Tap High Fierce + Low Quick next to opponent when airborne

THROW
(Close) hold High Fierce + Low Quick; ←↑→

HUMAN CHOMP
Hold all buttons; roll (←-↑-→-↓)

FATALITIES

BRAIN BASH
Hold High Quick + High Fierce +Low Fierce; ↓, (↓-←-↑-→)

TO-DA-MOON
Hold all buttons; ↓↓↓↓↑

REDEMPTION
Hold all buttons; ↓→↑,↓↑

CHAOS

Chaos is smaller version of Blizzard, but just as nasty. His nimble size allows you to run in, attack, and skip back out again before opponents have time to think. A master of delivering toxic gases, these clouds of fumes instantly stun the unfortunate recipient enabling Chaos to storm in with one of his superb flying attacks.

Chaos's Fart Of Fury is no laughing matter. It travels slowly but is big and tricky to avoid.

SPECIAL MOVES

GRAB-N-THROW
Hold High Fierce + Low Fierce; →←

SLOW POWER PUKE
Hold High Fierce + Low Quick; ↑→

FAST POWER PUKE
Hold High Quick + Low Fierce; ↑→

FART OF FURY
Hold High Fierce + Low Quick; ↓→↑←

GROUND SHAKER
Hold High Fierce + Low Quick; ←↖↙

FLYING BUTT SLAM
Hold High Fierce + Low Fierce; ↓→↑, (↗-↘)

BATTERING RAM
Hold High Quick + Low Quick; →→

HUMAN CHOMP
Hold all buttons; (→-↓-←-↑)

FATALITIES

GOLDEN SHOWER
Hold High Quick + Low Quick and move ↓↓; then hold all buttons and tap ←→,←→

CANNONBALL
Hold all buttons; ↙↗↘↙

CHURL
Hold all buttons; →→→,←←←

DIABLO

A sizeable monster but lighter on his feet than Sauron, Diablo has trouble matched against agile competitors such as Talon and Chaos. The only way to control these frenzied fighters is to send out fireball after fireball to keep them at bay, striking out with a Mega Lunge when they get too close. Keep all opponents at the other side of the screen and you're home free.

Diablo's missile move is a fireball. You've two on offer.

SPECIAL MOVES

SLOW FIREBALL
Hold High Fierce + Low Fierce; ↓→

FAST FIREBALL
Hold High Quick + Low Quick; ↓→

TORCH
Hold High Quick + Low Quick; ↑→

HOT FOOT
Hold High Fierce + Low Fierce; (↑-←-↓-→)

MEGA LUNGE
Hold High Quick + Low Fierce; ←↓→

THE PULVERIZER
Hold High Quick + Low Fierce; ↑→↓

INFERNO FLASH
Hold High Fierce + Low Quick + Low Fierce; ↑

HUMAN CHOMP
Hold all buttons; ↓↑↓

FATALITIES

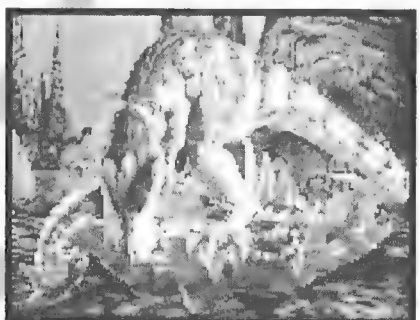
INCINERATOR
Hold all buttons; ↖↓↓→

FIREBALL
Hold High Fierce + Low Quick + Low Fierce; →→→

INFERNAL
Hold High Quick + Low Quick + Low Fierce; ↑↓↑↓↓

SAURON

For a dino of his size it's odd that he likes to take to the air as much as he does, yet the majority of his throws involve bouncing around all over the place. The problem with his high-flying antics is that if he misses (the Leaping Bone Bash for example) he is open to a counter-attack which can have devastating results, especially if it happens to be be dished out by a fighter of the



Hold High Fierce and Low Quick and press ↓↑ ↓ for Sauron's Leaping Bone Bash.

calibre of Blizzard. Stick to unbalancing your foe with an Earthquake Stomp, moving in for a quick chomp as they stumble to recover.

SPECIAL MOVES

PRIMAL SCREAM
Hold High Quick + Low Quick; ↓↑

EARTHQUAKE STOMP
Hold High Quick + High Fierce + Low Fierce; ↑↓

THE CRANIUM CRUSHER
Hold High Quick + Low Fierce; ↓↑

LEAPING BONE BASH
Hold High Fierce + Low Quick; ↓↑↓

STUN ROAR
Hold High Quick + Low Quick; ←→

NECK THROW
Hold High Fierce + Low Fierce; →←

AIR THROW
(Close) Tap High Fierce + Low Fierce while airborne

HUMAN CHOMP
Hold all buttons; ↓↓↑

FATALITIES

CARNAGE
Hold all buttons; ←→←←←

FLESH EATING
Hold High Quick + Low Quick, press ↓↓ hold all buttons and press ↑↑.

GRAPE CRUSHER
Hold all buttons; tap ↑↓↑ ↓↓

TALON

The only character who can run, the deadly Talon is a hard fighter to defeat. Sprinting into your opponent, slashing his face, and sprinting out again is an excellent way to confuse him. After a couple of combos have been reeled off (so the other fighter is stunned), move in with the ferocious Frantic Fury. Talon has one of the most gruesome finishing maneuvres in the game (Shredding) in which the defeated dinos are left in a heap of bloody tatters.

SPECIAL MOVES

BRAIN BASHER
Hold High Fierce + Low Quick; ←↑→

Hold High Quick and Low Fierce, and press ↓→ for Talon's Frantic Fury move.

POUNCE AND FLIP
Hold High Fierce + Low Quick; →↓→

FRANTIC FURY
Hold High Quick + Low Fierce; ↓→

SLASHER
Hold High Quick + Low Quick + Low Fierce; ↓→

FACE RIPPER
Hold High Fierce + Low Fierce; ↓→

JUGULAR BITE
Hold High Fierce + Low Fierce; ←→

RUN FORWARD
Hold High Quick + Low Quick; →

BACK
Hold High Quick + Low Quick; ←

HUMAN CHOMP
Hold all buttons; →↓

FATALITIES

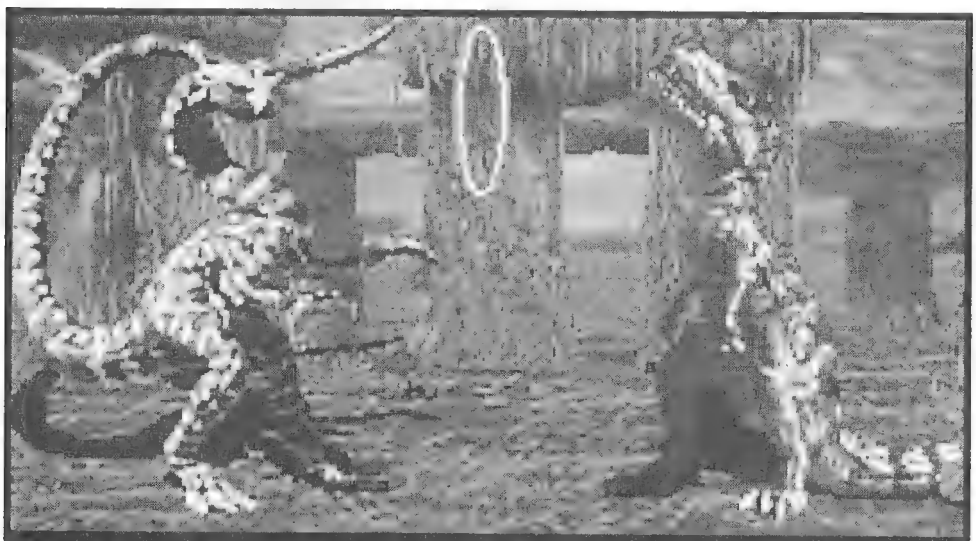
HEART WRENCHING
Hold High Quick + Low Quick + Low Fierce; →↓←↑↓

SHREDDER
Hold High Quick + Low Fierce; →↓←↑

STAMPEDE
Hold all buttons; →←↑↓

VERTIGO

This hefty lizard creature has one of the best long-range moves available—the Scorpion Sting, whipping his tail in a Low Quick across the entire length of the screen. Use this to keep any quick, high-flying fighters at bay. Hiss out venom spits should opponents be stupid enough to try and jump over. Teleporting is very useful to get out of the way of an incoming combo or to escape being trapped in a corner. Although Vertigo is slow in stringing combos together, the Come Slither technique can reel in enemies for a quick bite. Not only that, the *La Vache Qui Rit* finisher is the most unusual in the game.



Vertigo can mesmorize a foe before piling in. This is one of his more useful specials, leaving opponents open to hard attacks.

SPECIAL MOVES

SLOW VENOM SPIT
Hold High Quick + Low Quick; →→

FAST VENOM SPIT
Hold High Fierce + Low Fierce; →→

HYPNOTIZE
Hold High Fierce + Low Quick; ←←

GROUND TELEPORT
Hold High Fierce + Low Fierce; ↓↓

This is worse than Mortal Kombat II's babalities. Hold all buttons and press ←←←↓→.

AIR TELEPORT
(Close in air) hold High Fierce + Low Fierce; ↓↑

COME SLITHER
Hold High Quick + Low Quick; ←←

SCORPION STING
Hold High Fierce + Low Quick; →→

HUMAN CHOMP
Hold all buttons, ↓→↑

FATALITIES

PETRIFY
Hold High Fierce + Low Fierce; ←←←; hold all buttons, →→

SHRINK AND EAT
Hold High Fierce + Low Fierce; ←←← hold all buttons, ↓↑

LA VACHE QUI RIT (THE LAUGHING COW)
Hold all buttons, ←←← ↓→

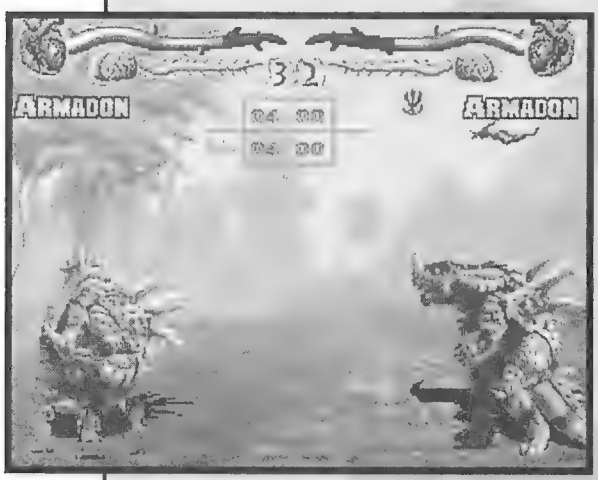
Cheats

BONUS GAME 1: VOLLYBALL
Take a break from the relentless dino-death and enjoy a refreshing game of volleyball, using the human masses as balls! This secret game can only be accessed in the Cove (Sauron's stage) in two-player mode. Get a human to worship (perform a combo of two hits or more) and flick your hapless worshipper

into the air. The other player must knock the human back. This should be repeated until a rally is under way. After a while, a volleyball net appears, along with a judge perched on a high chair who keeps the score.

BONUS GAME 2: BOWLING

Another hidden game to be played is bowling, available in two-player mode with each player controlling Armadon. On the Strip (Talon's stage) both players must perform the Spinning Death move (High Quick + Low Fierce, ←→↓) on each other, alternating between one executing the move and the other blocking. Repeat this approximately five times before simultaneously executing a further four to five Spinning Deaths. Both players and their worshippers walk off screen for a bowling match using the Spinning Death to knock down the pins, which happen to be humans.



BONUS FEATURE: SKYDIVING COWS

This is available only in two player mode. When in the Ruins (Chaos' stage), one player must be using Chaos in a Sudden Death round. Allow the match timer to run down to about two to three seconds. At the this point, the player using Chaos must perform the Fart of Fury move so the cloud remains in the air after time expires. If done correctly, the falling meteors turn to falling cows.

Street Fighter Alpha™

This game is ace! It's virtually arcade perfect, has enough skill levels to keep gamers of all abilities happy, and it allows for (or even demands) wild combos. The graphics are a little too flat and cartoon-like for my tastes, especially compared to *MK3*, though great gameplay makes this outing the 2D fighter for the '90s.

Basic Brutality

BASIC ATTACKS

Basic attacks usually hit once and are executed by pressing a button with the control pad held in a certain direction. A basic attack inflicts no damage if blocked.

SPECIAL MOVES

These are performed by a combination of control pad motions and button presses. A special move causes damage even if blocked.

THROWS AND GRABS

Throws and grabs are basic moves for each character, designed to prevent your opponent from blocking your attack. Since a throw/grab attack can't be blocked, an

opponent is forced to either avoid the onslaught or counterattack.

TECH HITS

A Tech Hit is awarded for breaking a throw. To do this, press → or ← and Hard Punch at the exact moment you are thrown. If executed correctly, your character lands on his feet and suffers only half the damage usually caused by a throw.

COMBOS

A combo is a series of attacks that can't be blocked or reversed after the first hit. In *Street Fighter Alpha* a combo meter tells a player if their series of attacks was an auto or a manual combo and how many hits connected. Blue Belt combos rely on a combination of special moves and basic attacks. Learn these combos only after you have mastered your character's special moves. Black Belt combos combine super combos, special moves, and basic attacks. These are awesome attacking weapons that raise your game to the level of *Street Fighter* master

ADON

SPECIAL MOVES

VERTICAL KICK
↘+MK

SUPER MOVES

JAGUAR FURY
↓↙←↓↙←+any Kick

JAGUAR SUPER PUNCH
↓↘→↓↘→+any Punch

Adon strikes true with his devastating Vertical Kick.

BLUE BELT COMBOS

TRIPLE-FLASH KICK
Jump in with a Hard Kick, throwing a standing Light Punch as you land. Knock 'em out with a Jaguar Kick.

SUPER CHAIN COMBO
Jump in with a deep Hard Kick. Then execute a crouching Light Kick, followed by a standing Medium Punch. Finish with a crouching Hard Kick.

BLACK BELT COMBOS

JAGUAR FURY COMBO
Jump in with a Hard Kick. As you land, execute a crouching Light Kick followed immediately by a crouching Medium Punch. Next, perform a standing Medium Punch. Sew it up with a Level 3 Jaguar Super Punch.

AWESOME JAGUAR COMBO
Execute a standing Light Punch. Finish the combo by executing a standing Medium Punch, followed by a Hard Kick Rising Jaguar.

SUPER JAGUAR ASSAULT COMBO
Perform a standing Light Kick, followed by a standing Medium Punch. Finish the combo with a Level 1 Jaguar Super Punch.

AKUMA

SPECIAL MOVES

BLUE FIREBALL
↓↘→+any Punch

RED FIREBALL
←↙↓↘→+any Punch

DRAGON PUNCH
→↓↘+any Punch

HURRICANE KICK
↓↙←+any Kick

AIR HURRICANE KICK
While in the air, press
↓↙←+any Kick

WARP
→↓↘ or ←↓↙+three Punches or three Kicks

TOP DOWN CHOP
→+MP

Akuma's Blue Fireball can be blocked and countered.

HOP KICK
→+MK

ROLL
↓↙←+any Punch

AIR BLADE KICK
While in the air press ↓+MK

AIR FIREBALL
While in the air press
↓↘→+any Punch

AIR SOMERSAULT
↓↘→↗+any Punch

AIR SOMERSAULT SLIDE KICK
Press nothing while somersaulting.

AIR SOMERSAULT PUNCH
Press any Punch while performing a somersault.

AIR BODY DROP
While doing the Somersault, press any Kick.

AIR THROW
While Somersaulting, press any Punch when close and high.

HUNDRED DEMON AIR SUPLEX
While Somersaulting, press any Kick when close and low.

SUPER MOVES

SUPER UPPERCUT
→↓↘→↓↘+any Punch

SUPER FIREBALL
→↘↓↙←→↘↓↙←+any Punch

SUPER AIR FIREBALL
While airborne press ↓↘→↓↘→+any Punch

FATAL FURY
LP, LP, →, LK, HP

BLUE BELT COMBOS

HURRICANE UPPERCUT COMBO
Perform a jumping Hard Punch that slides into a crouching Medium Kick. Follow up with a Hurricane Kick. Complete the combo with a Dragon Punch.

AIR FIREBALL COMBO
Jump and toss an Air Fireball. After landing, perform a crouching Light Punch, followed by a crouching Light Kick and a crouching Hard Punch. Finally, hurl a Blue Fireball to complete the combo.

STANDARD DRAGON PUNCH COMBO
Start with a Hard Punch. After landing, execute a standing Hard Punch. Finish 'em off with a Dragon Punch.

BLACK BELT COMBOS

SUPER UPPERCUT COMBO
Leap in with an Air Kick. After landing, smack 'em with a standing Medium Punch, then go into the Super Dragon Punch.

AKUMA KILLER COMBO
Perform a crouching Light Kick and link into a crouching Light Punch. Then go into a crouching Medium Kick, followed immediately by a

Medium Hurricane Kick and a Hard Punch Dragon Punch.

SUPER FIREBALL COMBO

Jump in with a Hard Kick. As you land, throw a standing Light Punch, followed immediately by a crouching Light Kick. Then unleash a crouching Medium Kick. Finish the combo with a Super Fireball.

BIRDIE

Birdie's Body Drop confuses his foes.

SPECIAL MOVES

BODY DROP
While in the air press ↓+Fierce

SUPER MOVES

GOTCHA
↓↘→↓↘→+any Punch

BLUE BELT COMBOS

THE CHAIN GRAB COMBO
Use a jumping Hard Punch. As you land, unleash a crouching Medium Punch. Follow up with the Choke Chain to complete the combo.

DASHING HEAD BUTT
Start with a jumping Hard Kick. After landing, perform a crouching Hard Punch. Finally, connect with the Head butt for a four-hitter.

GOTCHA COMBO
Jump at your opponent and slam 'em with the Body Drop. After landing, perform a Level 3 Gotcha to drain over half of your opponent's life bar.

BLACK BELT COMBOS

15-HIT SUPER COMBO
Jump in with a Hard Kick. After landing, perform a standing Light Kick. Follow up with a crouching Hard Punch. Finally, nail 'em with a Level 3 Super Jackhammer.

NASTY BULL COMBO
Jump in with a deep Medium Punch. Then unleash a crouching Hard Punch for two hits. Finally, let loose with a Jackhammer.

M. BISON

SPECIAL MOVES

PSYCHO BALL
Charge ←, →+any Punch

PSYCHO SCISSORS
Charge ←, →+any Kick

SKULL DIVER
CD, ↑+any Punch, then any Punch for Skull Diver

BISON WARP
→↓↘, or ←↓↙, three Punches or three Kicks

Bison's Psycho Ball is the slowest projectile move in the game, so don't trade missile attacks at long range.

SUPER MOVES

SUPER SCISSORS KICK
Charge ←, →←→+any Kick

PSYCHO CRUSHER
Charge ←, →←→+any Punch

BLUE BELT COMBOS

PSYCHO COMBO
Execute a Psycho Ball attack. After it connects, perform a Scissors Kick for three hits.

FIREBALL COMBO
Jump in with a Medium Kick. As you land, unleash a standing Light Punch. Complete the combo with a Fireball.

SCISSORS KICK COMBO
Jump in with a Medium Punch. After landing, perform a standing Light Kick. Finish up with a Scissors Kick.

BLACK BELT COMBOS

SUPER COMBO
Jump in with a Hard Kick. After landing, perform a standing Light Punch. End the combo with Bison's Psycho Crusher.

SUPER SCISSORS KICK
Jump in with a Hard Punch. As you land, execute a crouching Light Kick. Finish 'em off with Bison's Super Scissors Kick.

INSANE PSYCHO CRUSHER
Throw a Psycho Ball when your opponent is across the screen. After the ball connects perform a Level 3 Psycho Crusher for up to seven hits.

CHARLIE

SPECIAL MOVES

BACK FIST
→+HP

HOP KICK
→ or ←+MK

STEP KICK
→ or ←+HK

SUPER MOVES

SUPER KICK
Charge ↙, ↘↙↑+any Kick

BLITZ KICK
Charge ←, →←→+any Kick

BLUE BELT COMBOS

4-HIT BACK FIST COMBO
Jump in with a Hard Kick. After landing, hurl out a standing Light Kick. Immediately follow up with a standing Hard Kick and a Back Fist.

BOOMING KICK
When your opponent is dizzy, throw a Light Sonic Boom from across the screen and follow behind it. Immediately after the Sonic Boom connects, execute a Step Kick for a two-hitter.

FLASH KICK COMBO
Jump in with a Hard Punch. After landing, perform a crouching Light Kick. Follow up with a crouching Medium Punch. Finish the combo with a Flash Kick to knock 'em off their feet with a four-hitter.

BLACK BELT COMBOS

SUPER KICKS COMBO
Jump in with a Hard Punch. After landing, deliver a standing Light Punch, then go immediately into a crouching Light Kick. Follow up with a crouching Medium Kick and finish with a Blitz Kick.

BOOMING KICK COMBO
Jump in with a Hard Kick. Immediately after landing perform a crouching Medium Punch. Finally unleash your Super Kick for up to ten hits.

SUPER SONIC ATTACK
When standing by your opponent perform two Light Punches. Follow up with a standing Medium Punch. Finally, unleash a Level 3 Sonic Barrage for up to five hits.

CHUN-LI

SPECIAL MOVES

AX KICK
→↘↓↙←+any Kick

TOE TAP
While in the air press ↓+MK

KNEE SLAP
↘+HK

SUPER MOVES

SUPER FIREBALL
↓↘→↓↘→+any Punch

SUPER THUNDER KICK
Charge ↙, ↘↙↗+any Kick

BLUE BELT COMBOS

3-HIT FIREBALL
Jump in with a Hard Kick. After landing, unleash a standing Medium Punch. Finally, hurl a Fireball to finish the combo.

LIGHTNING LEG COMBO
Jump in with a Medium Kick. As you land, execute a standing Light Kick. Complete the combo with a Lightning Kick.

VERTICAL KICK COMBO
Jump in with a Hard Punch. After landing, perform a crouching Medium Punch. Finally, end the combo with the Spinning Air Kick.

BLACK BELT COMBOS

HIKOKEN JUGGLE COMBO
Jump and attack with a Medium Kick, followed by a standing Light Punch and a standing Medium Punch. Finally, go into the Super Fireball for up to seven hits.

SUPER COMBO
Jump in with a Hard Kick. As you land, perform a standing Light Punch, followed immediately by a crouching Light Kick. Then unleash Chun-Li's Super Kicks for at least five extra hits. Finish the combo with a Hard Spinning Air Kick for up to ten hits.

INSANE KICK COMBO
Jump in with a Hard Punch. When you land, attack with a crouching Light Kick followed by a crouching Medium Kick. Finally, go into your Chaos Kick to complete the combo.

DAN

SPECIAL MOVES

HALF FIREBALL
↓↘→+any Punch

HALF DRAGON PUNCH
→↓↘+any Punch

ROBERT KICK
↓↙←+any Kick

SUPER MOVES

SUPER HALF FIREBALL
↓↘→↓↘→+any Punch

SUPER HALF DRAGON PUNCH
↓↘→↓↘→+any Kick

FATAL FURY
↓↙←↓↙←+any Kick

BLUE BELT COMBOS

DAN'S FIRED COMBO
Jump in with a Hard Punch and follow up with a standing Light Punch. Next, perform a standing Medium Punch. Finally, complete the combo by doing the Robert Kick.

Dan's Fired Combo starts with a Hard Punch.

DRAGON PUNCH COMBO
Leap in with a Medium Kick, then execute a standing Light Kick. Complete the combo with a Half Dragon Punch.

3-HIT FIREBALL
Charge in with a Hard Kick. As you land, send 'em a standing Medium Punch. Finish the combo with a Half Fireball.

BLACK BELT COMBOS

SUPER COMBO
Jump at your opponent with a Hard Kick. After landing, execute a Hard Punch. Finish the combo with a Level 3 Fatal Fury.

SUPER FIRED COMBO
Jump in with a Hard Punch. When you land, perform a standing Medium Punch. Finally, go into the Super Half Fireball for up to six hits.

SUPER HALF COMBO
When close to the enemy, toss out two Light Punches. Follow up with a crouching Hard Punch and a Super Half Dragon Punch to complete the combo.

GUY

SPECIAL MOVES

ELBOW SMASH
↓↘→+any Punch, then any Punch (far)

DASHING SLIDE
↓↘→+MK, then any Kick

DASH STOP
↓↘→+LK, then any Kick

ELBOW DROP
→+MP

SUPER MOVES

SUPER AIR JUGGLE
↓↘→↓↘→+any Punch

BLUE BELT COMBOS

STANDARD COMBO
Jump in with a Hard Punch. After landing, do a crouching Light Kick, followed by a crouching Medium Kick. End with a crouching Hard Kick to knock them off their feet.

HURRICANE COMBO
Jump in with a Hard Kick. After landing, perform a crouching Light Kick. Sew up the combo with a Hard Whirlwind Kick for five hits of power.

DASHING COMBO
Jump in with a Medium Kick. After landing, whip out a crouching Light Kick, followed by a crouching Medium Kick. Finish the combo with a Dashing Slide attack.

BLACK BELT COMBOS

GRAB AND JUGGLE COMBO
Unleash a Knee Smash when close to your opponent, before going into the Super Air Juggle for up to six hits.

FURY KICK COMBO
Jump in with a Hard Kick. After landing, execute a crouching Medium Kick. Finish the combo with a Level 3 Super Fury Kick.

CRESCENT KICK COMBO
Start with a standing Medium Punch. Then perform a crouching Hard Punch. Cap off the combo with a Dashing Overhead Kick.

KEN

SPECIAL MOVES

ROLL
↓↙←+any Punch

SUPER MOVES

HORIZONTAL DRAGON PUNCH
↓↘→↓↘→+any Punch

VERTICAL DRAGON PUNCH
↓↘→↓↘→+any Kick

BLUE BELT COMBOS

HURRICANE BLITZ
Hit your opponent with an Air Hurricane Kick. After landing, performing two crouching Light Kicks and go immediately into a Hurricane Kick for up to six hits.

DRAGON FIRE
Jump toward your opponent with a Hard Punch. As you land, perform another Hard Punch. Finally, unleash a Hard Dragon Punch for five hits and a knockdown.

ANNOYING KICK COMBO
Perform a jumping Hard Kick. After landing, perform a crouching Light Kick, followed immediately by a crouching Medium Kick. Finish the combo with a standing Hard Kick.

BLACK BELT COMBOS

FURY DRAGON PUNCH
Cross up your opponent with a Medium Kick. After landing, execute two crouching Light Kicks, followed by a standing Medium Kick. End with a Horizontal Dragon Punch.

SUPER DRAGON COMBO
When close to your opponent perform two crouching Light Punches. Next unleash a crouching Medium Kick. Finally, execute a Vertical Dragon Punch.

HURRICANE BLITZ COMBO
Jump in with an Air Hurricane Kick. After landing, do a crouching Light Kick, followed immediately by a crouching Medium Kick. Then do a Hurricane Kick to complete the combo.

ROSE

SPECIAL MOVES

SLIDE
↘+MK

SUPER MOVES

SUPER THROW
↓↘→↓↘→+any Punch

MULTI-ILLUSION
↓↘→↓↘→+any Kick

Rose's Slide doesn't knock her opponents over—avoid using it at close range.

BLUE BELT COMBOS

3-HIT FIREBALL
Jump in with a Hard Kick, then stun 'em with a crouching Hard Punch. Hurl a Soul Spark to finish the combo.

ROUNDHOUSE TRIP
Jump in with a Medium Kick. After landing, toss two crouching Light Punches, followed by a standing Light Punch. Complete the combo with a crouching Hard Kick.

REFLECTION OF DEATH COMBO
Jump in with a Hard Punch, followed by a crouching Light Punch and a crouching Medium Punch. Finally, execute the Soul Reflect.

BLACK BELT COMBOS

REFLECT COMBO
Jump in with a Hard Punch. After landing, perform a standing Light Punch and get 'em with the Soul Reflect.

SUPER COMBO
Using the Super Soul Mirror, walk up to your opponent. When you're close, throw a standing Light Punch. Next, send out a crouching Light Kick. Finally, release the Aura Assault for up to ten hits.

AIR JUGGLE SUPER COMBO
Jump in with a Light Kick. After landing perform a crouching Light Punch, followed by a crouching Light Kick, a crouching Medium Kick, and a crouching Hard Kick. Finally, go into the Super Throw.

RYU

SPECIAL MOVES

OVERHEAD SMASH
→+MP

HOP KICK
→+MK

SUPER MOVES

SUPER HURRICANE KICK
↓↙←↓↙←+any Kick

BLUE BELT COMBOS

3-HIT TOURNAMENT COMBO
Jump in with a Hard Punch. As you land, throw another Hard Punch and knock 'em down with a Fireball.

4-HIT OVERHEAD COMBO
Bust out an overhead attack when your opponent is blocking low. After your first two hits make contact, execute a crouching Medium Punch and then a Fireball.

3-HIT DRAGON PUNCH COMBO
Hit the enemy on the back of the head with a Hard Kick. After landing, sock 'em with a Hard Punch and then perform a Dragon Punch to finish the combo.

BLACK BELT COMBOS

15-HIT SUPER COMBO
Jump in with a Hard Kick. After landing, do a crouching Medium Kick. Round out the combo with a Level 3 Super Hurricane Kick.

SUPER EASY SUPER FIREBALL COMBO
When crouching next to your opponent throw out two Light Punches. Next perform a crouching Medium Punch, followed by a crouching Medium Kick. Finish the combo with a Super Fireball.

STYLE 'N' FIREBALL COMBO
Jump in with a Medium Punch for two hits. As you land, unleash a crouching Medium Kick, followed by a crouching Hard Kick. Finally, perform the Super Fireball for up to seven hits.

SAGAT

SPECIAL MOVES

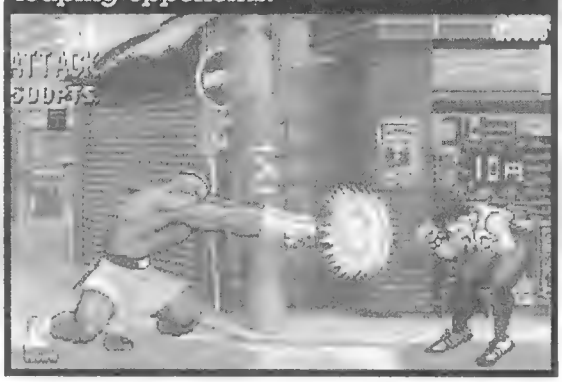
TIGER SHOT
↓↘→+any Punch

SUPER MOVES

TIGER GENOCIDE
↓↘→↓↘+any Kick

TIGER RAID
↓↙←↓↙←+any Kick

Sagat's Tiger Shot works best against leaping opponents.



BLUE BELT COMBOS

TIGER KNEE COMBO
Cross up your opponent with a Medium Kick. After landing, throw a standing Medium Punch and execute a Tiger Knee to finish the combo.

AMAZING UPPERCUT COMBO
Jump in with a Hard Kick. After landing, perform a standing Light Kick. Finish the combo with a Hard Tiger Uppercut for up to seven hits.

ADVANCED FIREBALL COMBO
Jump in with a Hard Kick. After landing, perform a crouching Light Punch, followed by a standing Light Punch. Next, execute a standing Medium Punch. Finally, complete the combo by unleashing the Tiger Shot.

BLACK BELT COMBOS

SUPER FURY COMBO
Jump in with a Hard Kick. After landing, perform a crouching Medium Punch. Cap off the combo by unleashing a Level 3 Tiger Raid.

TIGER CANNON COMBO
Jump in with a Medium Kick. Then perform a crouching Medium Kick. Finally, unleash a Level 3 Tiger Cannon to finish the combo.

SUPER GENOCIDE COMBO
Jump in with a Hard Kick. When you land, unleash a standing Light Punch, followed by a standing Medium Punch. Finally, perform the Tiger Genocide to finish the combo.

SODOM

SPECIAL MOVES

SUPER ROLL
After being knocked down press ➔↘↓+any Punch

SAI WALK
After being knocked down press ←↙↓+any Kick

SUPER MOVES

OMEGA SLAM
720°+any Punch

BLUE BELT COMBOS

SUPER SAI COMBO
Jump in with a Hard Kick. As you land, greet them with a standing Medium Kick and finish the combo with the Jitte Strike.

GROUND BURN COMBO
Jump in with a Hard Punch. After landing, unleash a standing Light Kick. Top off the combo with a little Spine Grinder.

SLAM DUNK COMBO
Jump in with a Medium Punch. As you land, perform a crouching Light Punch. Finish with a Power Slam.

BLACK BELT COMBOS

SUPER COMBO
Jump with a Hard Punch. After landing, roll out a standing Light Punch, followed by a Medium Punch. Finally, execute the Pummeller.

SUPER OMEGA COMBO
Start with a jumping Hard Kick. When you land, perform a Medium Punch. Finally, execute the Omega Slam.

AMAZING SLIDE COMBO
Jump toward your opponent with a Hard Punch. As you land, do a standing Light Punch, followed by a Medium Punch and a Slide.

Cheats

There are three hidden characters in *Street Fighter Alpha*, namely Bison (previously only a boss), Dan, and Akuma. To access them, move to the random character box (the question mark) on the player select screen and input one of the following codes:

BISON

PLAYSTATION

Player 1; Hold L2 and press L, L, ↓↓, L, ↓↓, then Square and Triangle simultaneously for the first costume color, or Circle and X simultaneously for the second.
Player 2; Hold L2 and press R, R, ↓↓, R, ↓↓, then Square and Triangle simultaneously for the first color, or Circle and X simultaneously for the second.

SATURN

Player 1; Hold down Left and Right Shifts and press Left, Left, Down, Down, Left, Down, Down, and X and Y together for the first color, or A and B for the second.
Player 2; Hold down Left and Right Shifts and press Right, Right, Down, Down, Right, Down, Down then X and Y together for the first color, or A and B for the second.

DAN

PLAYSTATION

Hold L2 and R2 then press Triangle, Square, X, Circle, Triangle for the first color, or Triangle, Circle, X, Square, Triangle for the second. The procedure is the same for player 2.

SATURN

Hold Left and Right Shifts and press X, Y, A, B, Y for the first color, or Y, B, A, X, Y for the second. The procedure is the same for player 2.

AKUMA

PLAYSTATION

Player 1; Hold L2 then press L, L, L, ↓↓↓, then Square and Triangle simultaneously for the first color, or Circle and X simultaneously for the second.
Player 2; Hold L2 and press R, R, R, ↓↓↓, LK and HK then Square and Triangle simultaneously for the first color, or Circle and X simultaneously for the second.

SATURN

Player 1
Hold Left and Right Shifts and press Left, Left, Left, Down, Down, Down and X and Y simultaneously for the first color, or A and B simultaneously for the second.
Player 2
Hold Left and Right Shifts and press Right, Right, Right, Down, Down, Down and X and Y simultaneously for the first color, or A and B simultaneously for the second.

Once a secret character has been input, you can access him again by moving to the random character box and pressing down.

Street Fighter The Movie™

Hollywood is full of strange tales and the *Street Fighter* saga is just one of them. The video game gave rise to the film, then the film was licensed as a game. Go figure! Unfortunately, *SFTM* is nowhere near as good as the other *Street Fighter* games. The animation is disappointing, control response is sluggish, and the fluid combos enjoyed by the other games in the series have gone AWOL. The game's only real strength is the excellent movie sequences between rounds.

Basic Brutality

- Learn to block. Like most fighting games, blocking is a vital part of Street Fighter the Movie, perhaps even more so. Take too many blows while trying to deliver your own and you're finished.
- A really cheesy (but effective) tactic is to counter missed special moves with throws. If your opponent struggles to execute a difficult special move, he's left vulnerable for a second. Use this to your

advantage and hurl your opponent across the screen.

▪ If you're floored and your foe steps in for the kill, jam the throw button. You rise and throw him before he has the chance to do the same to you.

▪ Prepare your projectile or special move when launching a regular attack. For example, if you're playing Ryu, as soon as you sweep an opponent, begin the input for a fireball. If your foe blocks the sweep, the fireball still hits. If he doesn't, you've landed a double-hit combo.

▪ Always follow slow projectiles. If your character's missile attack is a slow one (e.g. Guile's Sonic Boom), walk behind it. If it's blocked, attack with a cheap throw. If it hits, launch a combo attack.

▪ When attempting a "charge" move that requires you to hold the control pad back or down for two seconds (e.g. Balrog's Dash Straight starts hold ←), you will find that your fighter moves in the appropriate direction. To avoid moving out of position, charge the move while crouching or in the air.

SUPER SPECIAL ATTACKS

These are powerful and deadly. They can only be attempted when a character's Super Combo Gauge is fully charged.

GUILE

This peace-keeping officer is Bison's deadliest opponent.

SPECIAL ATTACKS

SONIC BOOM
←, →+Punch

SOMERSAULT KICK
Hold ↓, ↑+Kick

COMBOS

SONIC BOOM
Any Kick

WEAK PUNCH, SONIC BOOM
Tap Weak Kick for several hits

SUPER COMBO

DOUBLE SOMERSAULT KICK
↙↘↙↘+Kick

CAMMY

The British Intelligence agent's Australian accent is an insult to the viewer's intelligence.

SPECIAL ATTACKS

CANNON SPIKE
→↓↘+Kick

SPIRAL ARROW
↓↘→+Kick

LASER EDGE SLICE
↙↓↘↗+Punch+Kick

FATAL LEG TWISTER
↙↓↘↗+Punch

AXEL SPIN KNUCKLE
←↙→+Punch

COMBOS

Hold →, tap Weak Punch
Crouching, tap Weak Punch
Medium Kick, Medium Kick

SUPER COMBO

SPIN DRIVE SMASHER
↓↘→↓↘+Kick

SAWADA

The mysterious samurai is new to *Street Fighter the Movie*.

SPECIAL ATTACKS

HYAKURETU-IZUNGIRI
↓↘→+Punch

GOKUSATSU-JIBAKUJIN
→↘↓↙←+Punch

SAWADA SPECIAL '95
(Input all three without stopping)
1-↓↘→+Kick
2-↓↘→+Kick
3-↓↘→↗+Kick

NINPO-KAMIKAKUSHI
→↓↘+all three Punches or all three Kicks
←↓↙+all three Punches or all three Kicks

COMBOS

Jumping Weak Punch, Weak Punch
In close, tap Hard Punch twice
Weak Punch, Hyakuretu-Izungiri

SUPER COMBO

KAMIKAZE BANZAI
↓↘→↓↘→+Punch

CHUN-LI

Chun-Li seeks to avenge her father, who was murdered by Bison.

SPECIAL MOVES

SPINNING BIRD KICK
←→+Kick

KIKO-KEN
Hold ←, →+Punch

HYAKURETSU KICK
Kick repeatedly

TENSHO-KYAKU
Hold ↓, ↑+Kick

COMBOS

While crouching, Weak Kick, Weak Kick
Weak Punch, Weak Punch (quickly)

SUPER COMBO

Hold ←, →←→+Kick

E. HONDA

Sumo wrestlers are some of the toughest fighters around, and Eddie Honda's no exception.

SPECIAL MOVES

SUPER-ZUTSUKI
Hold ←, →+Punch

SUPER-HYAKUKAN-OTOSHI
Hold ↓, ↑+Kick

HYAKURETSU-HARITE
Punch repeatedly

OICHO-NAGE
→↘↓↙ ←+Punch (in close)

COMBOS

Crouching, Hard Punch, Hard Punch
Hold ↓, hold Hard Punch
→+Medium Kick (hold)

SUPER COMBO

ONIMUSO
Hold ←, →←→+Punch

BALROG

This former champion boxer now works for a TV company.

SPECIAL MOVES

DASH STRAIGHT
Hold ←, →+Punch

BUFFALO HEAD BUTT
Hold ↓, ↑+Punch

DASH UPPER
Hold ←, →+Kick

TURN PUNCH
Hold all three Punches or Kicks, then release to attack.

DASH GRAND STRAIGHT
Hold ←, ↘+Punch

DASH GRAND UPPER
Hold ←, ↘+Kick

COMBOS

Weak Punch, Weak Punch, Weak Punch
Weak Kick, Weak Kick, Weak Kick
Crouching, Medium Punch, Medium Punch

SUPER COMBO

CRAZY BUFFALO
Hold ←, →←→+Punch

RYU

A good all-around character, and probably the most popular warrior from the *Street Fighter* games.

SPECIAL MOVES

SHORYUKEN
→↓↘+Punch

HADOKEN
↓↘→+Punch or
←↙↓↘→+Punch for super version

KUCHUU-TATSUMAKI-SENPUKYAKU
↓↙←+Kick

COMBOS

Crouching, Weak Punch, Weak Punch
Hold →, Weak Kick, Weak Kick
Hard Punch, Fireball
Hard Punch, Dragon Punch

SUPER COMBO

SHINKU-HADOKEN
↓↘→↓↘→+Punch

KEN

As Ken is Ryu's training partner, it's hardly surprising they have similar fighting styles.

SPECIAL MOVES

KUCHUU-TATSUMAKI SENPUKYAKU
↓↙←+Kick

SHORYUKEN
→↓↘+Punch

HADOKEN
↓↘→+Punch

NATAOTOSHI-GERI
→↘↓+Kick

OSOTOMAWASHI-GERI
←↙↓↘→+Kick

KAMAHARAI-GERI
↓↘→+Kick

INAZUMAKAKATO-WARI
Hold Kick

COMBOS
Weak Punch, Weak Punch
Weak Kick, Kamaharai-Geri
Hard Punch, Hadoken
Hard Punch, Shoryuken

SUPER COMBO
↓↘→↓↘+Punch

BLANKA

Bison turned Guile's friend, Charlie, into this green-skinned freak.

SPECIAL MOVES

ELECTRICITY THUNDER
Press Punch repeatedly

BACKSTEP ROLLING ATTACK
Hold ←, →+Kick

ROLLING ATTACK
Hold ←, →+Punch

VERTICAL ROLLING
Hold ↓, ↑+Kick

BACKWARD BEAST LEAP
←+all three Kicks

FORWARD BEAST LEAP
→+all three kicks

COMBOS
Hold →, hold Medium Punch
Forward beast Leap, Medium Kick
Weak Punch, Electric thunder

SUPER COMBO
GROUND SHAVE ROLLING
Hold ←, →←→+Punch

ZANGIEF

This big Russian wrestler is one of Bison's henchmen.

SPECIAL MOVES

FLYING POWER BOMB
360° on the control pad+Kick (long distance)

ATOMIC SUPLEX
360° on the control pad+Kick (close in)

DOUBLE SPINNING LARIAT
All three Punches or all three Kicks together

SPINNING PILE DRIVER
360° on the control pad+Punch

PUNISHING FLATTENER
→↘↓+Punch

COMBOS

Weak Punch, Weak Punch
Weak Punch, Punishing Flattener

SUPER COMBOS

720° on the control pad +Punch

VEGA

With claws like these, Vega must be careful when picking his nose.

SPECIAL MOVES

ROLLING CRYSTAL FLASH
Hold ←, →+Punch

SKY-HIGH CLAW
Hold ↓, ↑+Punch, then Punch after jumping

FLYING BARCELONA KICK
Hold ↓, ↑+Kick, then Punch after jumping

IZUNA DROP
Hold ↓, ↑+Kick, then ← or →+Punch

BACKSLASH
All three Kicks or all three Punches together

SCARLET TERROR
Hold ↙, →+Kick

COMBOS

ROLLING CRYSTAL FLASH WEAK PUNCH
Crouching, Medium Kick, Medium Kick

SUPER COMBO

ROLLING IZUNA DROP
Hold ↙, ↘↙↗+Kick then Punch close up.

DEE JAY

This evil reggae-inspired brawler is one of Bison's allies.

SPECIAL MOVES

DOUBLE ROLLING SABBAT
Hold ←, →+Kick

MACHINE GUN UPPERCUT
Hold ↓, ↑+Punch repeatedly

AIR SLASHER
Hold ←, →+Punch

JACKKNIFE MAXIMUM
Hold ↓, ↑+Kick

COMBOS

Weak Punch, Weak Punch
hold →, Medium Kick, Medium Kick
Jumping Medium Kick, Medium Kick

SUPER COMBO

Hold ←, →←→+Kick

SAGAT

Sagat is an evil arms dealer who does business with Bison.

SPECIAL MOVES

TIGER KNEE CRUSHER
↓↘→+Kick

TIGER UPPERCUT
→↓↘+Punch

TIGER SHOT
↓↘→+Punch

GRAND TIGER SHOT
↓↘→+Kick

COMBOS

Hold →, hold Medium Kick
Hold →, Weak Kick, Weak Kick

SUPER COMBO

TIGER GENOCIDE
↓↘→↓↘+Punch

BISON

This is the fiend who started all the trouble.

SPECIAL MOVES

DOUBLE KNEE PRESS
Hold ←, →+Kick

SOMERSAULT SKYDIVE
Hold ↓, ↑+Kick then Punch to hit

PSYCHO CRUSHER ATTACK
Hold ←, →+Punch

HEAD PRESS
Hold ↓, ↑+Kick

SOMERSAULT SKYDIVE
Hold ↓, ↑+Kick then Punch to hit

DEVIL REVERSE
Hold ↓, ↑+Punch then Punch to hit.

COMBOS

Hold →, Weak Punch, Weak Punch
Crouch, then Medium Punch, Psycho Crusher Attack

SUPER COMBO

KNEE PRESS NIGHTMARE
Hold ←, →←→+Kick

Cheats

PLAY AS AKUMA

To find the hidden fighter, on the selection screen press ↑, MK, ↓, HP, Right, WP, Left, MP. Do it fast enough and your character becomes distorted. Select it, and you get Akuma. This cheat comes from the Saturn version of *Street Fighter the Movie*, but it should work on most platforms. Akuma's special moves include;

FIREBALL
↓↘→+Punch

MEGA FIREBALL
←↙↓↘→+Punch

HELICOPTER KICK
↓↙←+Kick

Super Street Fighter 2 Turbo™

Beat-'em-ups come and go, but the *Street Fighter* games are here to stay. *Super Street Fighter 2 Turbo* isn't the newest of games, but its incredibly addictive playability makes it impossible to ignore. Here's to *Street Fighter 3* (and no doubt *Super Street Fighter 3, Street Fighter 3 Championship Edition, Super Street Fighter 3 Championship Edition, Street Fighter 3 Tournament Update, Super Street Fighter 3 Tournament Update*)...

Basic Brutality

There are a few things you should know about *Super Street Fighter 2 Turbo* if you're to master the game. Here's a play-by-play on all the essential information...

SUPER MOVES

Super moves inflict 40-60% damage on your opponent. Before you can execute one, you must charge up your Super Move Bar (at the foot of the screen). This is charged in several ways.

REGULAR ATTACKS

A blow that's on target increases your Super Moves Bar, even if the attack is

blocked. Bear this in mind if you're fighting someone who spends most of the battle cowering behind a block.

SPECIAL MOVES

Correctly performing a Special Move also increases your Super Move Bar. The more powerful the move, special or regular, the greater the boost.

CHARGING AN ATTACK

When instructed to "charge" a button or direction, hold it for two-three seconds (watch the timer) before proceeding with the rest of the move. If you need to charge ←, pressing ↙ instead prevents your character from retreating. This almost always works, and is true for most beat-'em-ups, not just *SSF2 Turbo*.

DEFENDING YOURSELF

Block by holding ← while under attack. Like most fighting games, this is extremely important. However, if you do nothing but hide behind your block, your opponent can charge his Super Move Bar by launching ineffectual attacks and then perform a Super Move

RYU

FIREBALL
↓↘→+Punch

FLAMING FIREBALL
←↙↓↘→+Punch

HURRICANE KICK
↓↙←+Kick

DRAGON PUNCH
→↓↘+Punch

SHOULDER THROW
→+Punch (close)

SUPER MOVE

VACUUM HURRICANE PUNCH
↓↘→↓↘→+Punch

Ryu's Fireball isn't as powerful as his Flaming Fireball.

E. HONDA

100 HAND SLAP
Tap Punch

SUMO HEAD BUTT
Charge ←, →+Punch

BUTT SLAM: CHARGE
↓, ↑+Kick

OHICHO THROW
→↘↓↙←+Punch

BEAR HUG
→+Punch (close)

SUPER MOVE

SUPER KILLER HEAD RAM
Charge ←, →←→+Punch

BLANKA

ELECTRICITY
Tap Punch

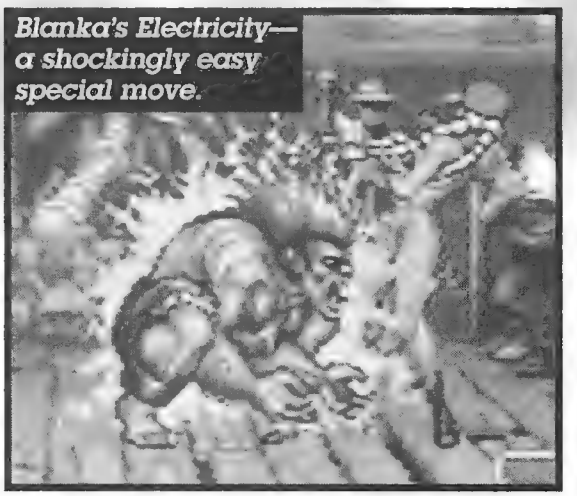
FORWARD ROLL ATTACK
Charge ←, →+Punch

VERTICAL ROLL ATTACK
Charge ↓, ↑+Kick

ARCHING ROLL ATTACK
Charge ←, →+Kick

BEAST LUNGE
→ or ← + all three Kick buttons

BITE
→+Punch (close)



Blanka's Electricity—a shockingly easy special move.

SUPER MOVE

GRAND SHAVE ROLL
Charge ←, →←→+Punch

GUILE

SONIC BOOM: CHARGE
←, →+Punch

FLASH KICK: CHARGE
↓, ↑+Kick

OVERHEAD SUPLEX
→+Punch (close)

SUPER MOVE

DOUBLE SOMERSAULT KICK
Charge ↙, ↘↙↗+Kick

KEN

FIREBALL
↓↘→+Punch

HURRICANE KICK
↓↙←+Kick

DRAGON PUNCH
→↓↘+Punch

AX KICK
↓↘→+Kick

CRESCENT KICK
→↘↓+Kick

TURNING KICK
←↙↓↘→+Kick

LAPEL THROW
→+Punch (close)

SUPER MOVE

VIOLENT DRAGON PUNCH
→↓↘→↓↘+Punch

CHUN-LI

FIREBALL
Charge ←, →+Punch

WHIRLWIND KICK
Charge ←, →+Kick

LIGHTNING KICK
Tap Kick

RISING KICK
Charge ↓, ↑+Kick

LIFT AND TAKE-DOWN
→+Punch (close)

SUPER MOVE

THOUSAND BURST KICK
Charge ←, →←→+Kick

Chun Li's Whirlwind Kick: an interesting and effective move.

ZANGIEF

SPINNING CLOTHESLINE
Three Punch buttons or three Kick buttons

GLOWING HAND
→↘↓+Punch

SPINNING PILE DRIVER
Rotate controller 360°+Punch

SIBERIAN BEAR CRUSHER
Rotate controller 360°+Kick (far)

SIBERIAN SUPLEX
Rotate controller 360°+Kick (close)

HEAD CRUSH
→+Punch (close)

SUPER MOVE

FINAL ATOMIC BUSTER
Rotate controller 720°+Punch

DHALSIM

YOGA FIRE
↓↘→+Punch

YOGA FLAME
←↙↓↘→+Punch

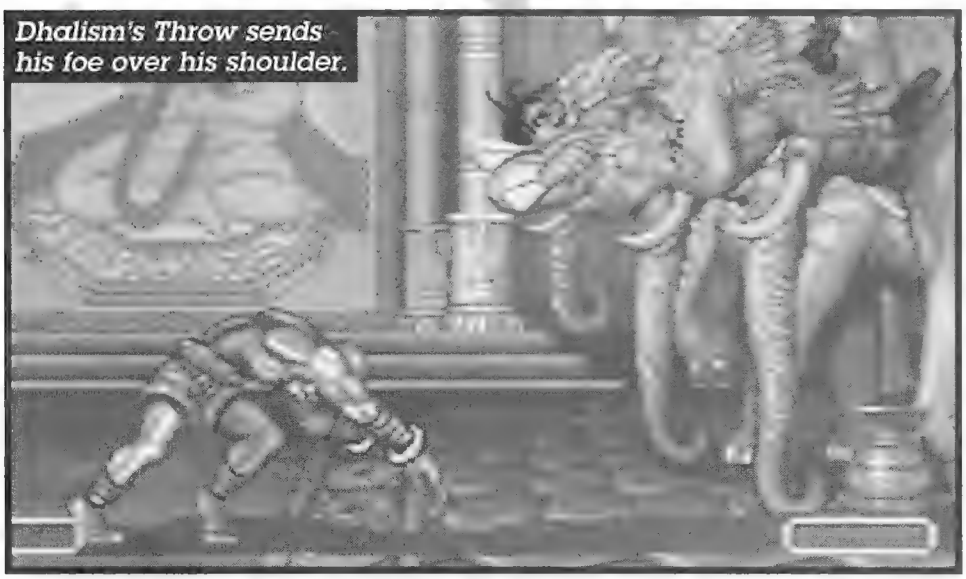
HIGH YOGA FLAME
←↙↓↘→+Kick

YOGA TELEPORT
←↓↙ or →↓↘+All three Kicks or all three Punches.

SHOULDER THROW
→+Punch (close)

SUPER MOVE

YOGA INFERNO
←↙↓↘→←↙↓↘→+Punch



Dhalism's Throw sends his foe over his shoulder.

T. HAWK

HAWK DIVE
Jump, all three Punches

THUNDER STRIKE
→↓↘+Punches

STORM HAMMER
Rotate controller 360°+Punch

SUPER MOVE

DOUBLE TYPHOON
Rotate controller 720°+Punch

FEI LONG

RISING DRAGON KICK
←↓↙+Kick

REKKA KEN
↓↘→+Punch

ARCH KICK
←↙↓↘→↗+Kick

SUPER MOVE

GRAND BLAZING FLAME PUNCH
↓↘→↓↘→+Punch

DEE JAY

MAX OUT
Charge ←, →+Punch

DOUBLE DREAD KICK
Charge ←, →+Kick

MACHINE GUN UPPER
Charge ↓, ↑+Punch, tap Punch

JACK KNIFE
Charge ↓, ↑+Kick

SUPER MOVE

CARNIVAL HOOK KICK
Charge ←, →←→+Kick

CAMMY

CANNON DRILL
↓↘→+Kick

TRUST KICK
→↓↘+Kick

SPINNING KNUCKLE
←↙→+Punch

CANNONBALL JUMP
↙↓↘→↗+Punch, Punch or Kick

FRANKENSTEINER
→+Punch (close).

SUPER MOVE

SPIN DIVE SMASHER
↓↘→↓↘→+Kick

BALROG

DASHING PUNCH
Charge ←, →+Punch

DASHING UPPERCUT
Charge ←, →+Kick

DASHING LOW PUNCH
Charge ←, ↘+Punch

SHOULDER BUTT
Charge ↓, ↑+Punch

HEAD BUTT
→+Punch (close)

FINAL PUNCH
Hold three Punches or three Kicks for 50 seconds, then release.

TURN PUNCH
Hold three Punches or three Kicks for 1 second, then release.

SUPER MOVE

SUPER DASH BLAST
Charge ←, →←→+Punch

VEGA

ROLLING CLAW
Charge ←, →+Punch

CLAW DIVE
Charge ↓, ↑+Kick, Punch

WALL CLAW TRUST
Charge ↓, ↑+Punch, Punch

FLIP KICK
Charge ↙, →+Kick

DOUBLE BACKFLIP
All three Punch buttons.

SINGLE BACKFLIP
All three Kick buttons.

SUPER MOVE

ROLLING INZA DROP
Charge ↙, ↘↙↑+Punch, →+Punch (close)

SAGAT

HIGH TIGER BALL
↓↘→+Punch

LOW TIGER BALL
↓↘→+Kick

TIGER KNEE
↓↘→↗+Kick

TIGER UPPERCUT
→↓↘+Punch

MEGA THROW
→+Punch (close)

SUPER MOVE

TIGER GENOCIDE
↓↘→↓↘→+Punch

M. BISON

FLAMING TORPEDO
Charge ←, →+Punch (not fierce)

SCISSOR KICK
Charge ←, →+Kick

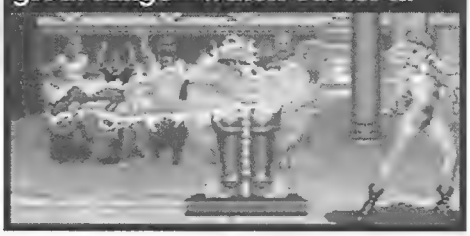
HEAD STOMP
Charge ↓, ↑+Kick

FLYING PSYCHO FIST
Charge ↓, ↑+Punch, Punch

SUPER MOVE

KNEE PRESS NIGHTMARE
Charge ←, →←→+Kick

The Flaming Torpedo has a great range—watch out for it.



AKUMA

FIREBALL
↓↘→+Punch

FLAMING FIREBALL
←↙↓↘→+Punch

AIR FIREBALL
Jump, ↓↘→+Punch

DRAGON PUNCH
→↓↘+Punch

HURRICANE KICK
↓↙←+Kick (in the air)

Cheats

ACCESS THE EIGHTH COLOR FOR EACH CHARACTER
Press an attack button to select your chosen character, and hold it until the fighter changes color.

PLAY AS AKUMA
The cheat to play as Akuma isn't easy, but it works when performed correctly.
Hold the cursor on Ryu for 3 seconds. To time your count, say "one, one thousand, two, one thousand, three, one thousand" at a usual talking pace.

- Move to T.Hawk and again wait for 3 seconds.
- Move to Guile for 3 seconds.
- Move to Cammy for 3 seconds.
- Move to Ryu for 3 seconds.
- Press the 3 Punch buttons and the start button-Akuma appears.

Tekken™

What a game! This 3D beat-'em-up is one of the best on the market. It even gives Sega's mighty *Virtua Fighters 2* a run for its money. *Tekken* features eight great fighters, each rendered in texture-mapped polygons. Each has his or her own excellent cinematic end sequence, so it takes ages to see everything the game has to offer. It's well worth persevering though, so follow these tips and floor those foes...

Basic Brutality

The game has a basic set of moves common to all beat-'em-ups. Master these—you won't beat the game using nothing but the special moves.

BLOCKING

Especially important is the block. Press ← on the control pad to block while standing, or ↙ to block low—vital for ground-level sweeping attacks which go under the usual block.

FLOORED FOES

Don't just leave them there—hit 'em while they're down. Press ↗ and RP to attack them on the floor. It isn't very gentlemanly, but in video games, good guys finish last.

RECOVERY

If you're knocked to the ground, there are several things you can do
Press ← to roll away to safety, ↓+RK to go for a foot sweep, or ←+RK+LK to aim a double-footed kick at your opponent.

BEATING HEIHACHI

Final Boss Heihachi is similar to, and indeed the father of, Kazuya. The best time to attack Heihachi is just after he performs his vertical kick maneuver. Hold ←, and unleash kicks and punches when an opening presents itself. Stay ahead on energy—it's better to win on a timeout rather than lose because you gambled and went for a knockout.

GAME SECRETS

The easiest way to get control of the bosses is to set the difficulty to easy, the number of rounds to one, and the match timer to 20 seconds.

If you're finding a fight difficult, get in a few attacks at the beginning of a battle then stay out of trouble by running away and blocking until the timer runs down.

Many of the combos and moves in *Tekken* demand *extremely* fast button presses. Practice; we've thoroughly tested them, and they all work.

JUMPING AND RUNNING

To perform a big jump, press ↑. To perform a small leap, *tap* ↑. Many of the leaping attack moves require you to tap rather than hold jump. To step forward, press →→. Press ←← to take a step backward. To run, press →→→—it's not possible to run backward.

BASIC ATTACKS

LOW PUNCH

↓+any Punch

WEAK UPPERCUT

↓ (release), any Punch

LOW KICK

↓+any Kick

RISING KICK

↓ (release), any Kick

JUMPING ATTACKS

HIGH JUMPING PUNCH

↑+Left Punch

HIGH JUMP, THEN GROUND STRIKE

↑+Right Punch

LOW JUMPING PUNCH

tap ↑, Left Punch

LOW JUMP, THEN GROUND STRIKE

tap ↑ Right Punch

HIGH JUMPING KICK

↑+any Kick

LOW JUMPING KICK

tap ↑ any Kick

REGULAR FIGHTERS

KAZUYA

Kazuya Mishima is the son of the head of the tournament sponsors, the Mishima Corporation. He won't get any preferential treatment though—his appearence at the tourney is just the latest round in a long-running battle of will with his father.

THE MOVES

DRAGON PUNCH
→↓↘+LP

SPINNING BACKHAND
→+RP

DOUBLE PUNCH
LP+RP

PUNCH, SPINNING BACKHAND
RP, RP

LUNGING UPPERCUT
→↓↘+RP

RISING UPPERCUT
Tap ↓, any Punch

AXE KICK
→→+LK

JUMP KICK
→→→+LK

FOOT SWEEP
→↓↘+RK

DOUBLE FOOT SWEEP
→↓↘ (hold)+RK, RK

JUMPING ROUNDHOUSE/FOOT SWEEP
Tap ↗, RK, RK

SOMERSAULT
↗ (hold)+RK, LK

THROWS

DOUBLE-KICK SLAM
LP+LK

HIP TOSS
RP+RK

HEAD BUTT
→→+LP+RP (Press buttons together)

10-ATTACK STRING

→→ (hold)+RP, LP, RP, RP, LX, RK, RK, LP, RP, LP

PAUL

Despite looking like Bart Simpson on a bad day, Paul Phoenix is a bodyguard and street fighter who lives by his wits. His main rival in the tournament is Kazuya, who he previously fought to a draw.

Paul is one of the game's strongest characters. His speed and power are very impressive.

THE MOVES

HAMMER FIST
Tap ↓, LP

ELBOW LUNGE
↓ (hold until crouching), ↘→+RP

GROUND STRIKE
Tap ↓, RP

POWER PUNCH
↓↘→+RP

PUNCH/HIGH KICK
RP, LK

DOUBLE JUMP KICK
Tap ↑, LK, RK

LUNGING JUMP KICK
→→+LK

LUNGING DOUBLE JUMP KICK
→→+LK, RK

LUNGING DOUBLE JUMP KICK/ROUNDHOUSE
→→+LK, RK, RK

LUNGING DOUBLE JUMP KICK/SWEEP
→→+LK, ↓ (hold) +RK, RK

FORWARD FLIP
→→+RK

FOOT SWEEP
↓+LK

FOOT SWEEP/ELBOW RUSH
↓+RK, RP

THROWS

SHOULDER THROW
LP+LK

T-FLIP
RP+RK

ROLLBACK TOSS
←+(LP+LK). Press buttons together.

FOREARM SMASH
→→+(RP+LP). Press buttons together.

10-ATTACK STRING

LP, RP, LK, RP, LP, RP, LP, RK, RP, LP

KING

This feline fighter is a peculiar character indeed. He's a kind young man intent on founding an orphanage, but when he dons his special mask he turns into an extremely powerful wrestler—with the head of a leopard?!

THE MOVES

KIDNEY PUNCH
Tap ↘, RP

HAMMER BLOW
↘, LP

FORWARD DIVE
→→+(LP+RP) Press buttons together.

DOUBLE PUNCH/UPPERCUT
LP, RP, LP

PUNCH COMBINATION
LP, RP, LP, LP, RP

HIGH UPPERCUT
→→+RP

LOW UPPERCUT
→→, RP

BIG BOOT
→→+RK

DROP KICK
→→+(LK+RK) Press buttons together.

SPINNING DROP KICK
→→→+(LK+RK) Press buttons together.

SPINNING DROP KICK/DIVE
→→→ (hold) +(LK+RK), (LP+RP)

TRIPLE SLIDE KICK
↘ into a crouch+RK, RK, RK

HARD POUNCE/ELBOW DROP
↑ or ↗+(RP+RK) Press buttons together.

KNEE DROP
↗+(LK+RK) Press buttons together.

THROWS

KNEE BASH
LP+LK together.

PILEDRIVER
↓↘→+LP

SUPLEX
RP+RK together.

SCISSOR FLIP
Tap ↘+(LK+RK) Press buttons together.

10-ATTACK STRING

LP, RP, LP, LP, RP, RK, RK, RK, RK, LP, LK

NINA

This babe's a real mean customer. A trained assassin, it's rumored she's here to carry out a contract killing on tournament sponsor Heiachi Mishima. But who took out the contract and why?

THE MOVES

PUNCH/ROUNDHOUSE
RP, RK
Punch

HIGH KICK
RP, LK

PUNCH/LOW SWEEP
RP, ↓+LK

FIVE PUNCH COMBO
LP, RP, LP, RP, LP

FLIP TUMBLE
→→+RK

DOUBLE PUNCH/ROUNDHOUSE
LP, RP, RK

DOUBLE PUNCH/HIGH KICK
LP, RP, LK

DOUBLE PUNCH/LOW SWEEP
LP, RP, ↓+LK

FLYING KICK
→→→+LK

TRIPLE KICK
Tap ↘, LK, RP

MID-KICK/PUNCH
Tap ↘, LK, RP

MID-KICK/PUNCH/PUNCH
Tap ↘, LK, RP, LP

MID-KICK/PUNCH/ROUNDHOUSE
Tap ↘, LK, RP, RK

TRIPLE KICK/PUNCH
Tap ↘, X, X, X, RP

MID-KICK/ROUNDHOUSE
Tap ↘, LK, RK

TRIPLE KICK/ROUNDHOUSE
Tap ↘, LK, LK, LK, RK

MID-KICK/SPINNING CHOP
Tap ↘, LK, LP

TRIPLE KICK/SPINNING CHOP
Tap ↘, LK, LK, LK, LP

KICK/SPINNING CHOP/DOUBLE PUNCH
Tap ↘, LK, LP, RP, RP

KICK/PUNCH/KICK
Tap ↘, LK, RP, LK

KICK/PUNCH/ROUNDHOUSE
Tap ↘, LK, RP, RK

CRANE CHOP
Tap ↙, LP+RP together. Hit ↑↑ to stop attack. Unblockable.

ELECTRIC PALMS
→→+(LP+RP) Press buttons together.

THROWS

ARM THROW
LP+LK

REVERSE TOSS
RP+RK

HANDSTAND TOSS
→+(LP+LK) Press buttons together.

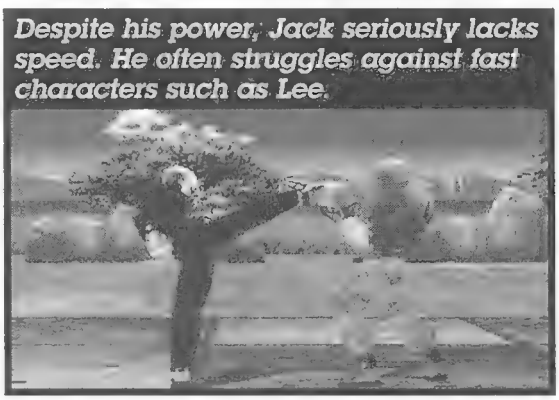
ELBOW STRIKE
↘↘, LP

10-ATTACK STRING

LP, RP, LP, RP, LK, LK, RP, LP, RP, RP

JACK

Treat this guy with respect; he's a military cyborg developed as a shock weapon. When his superiors got wind of his plans to take over the world they sent him to the tournament. His fighting style is based on brute force, and his sheer strength and power make him a formidable opponent.



Despite his power, Jack seriously lacks speed. He often struggles against fast characters such as Lee.

THE MOVES

SANDWICH CLAP
→→+(LP+RP) Press buttons together.

POWER PUNCH
←↙↓↘+RP

PUNCH/ELBOW
RP, LP

DOUBLE HAMMER
Tap ↘+(LP+RP) Press buttons together.

DOUBLE SLAP
LP, LP

DOUBLE SLAP/HAMMER
LP, LP, LP

DOUBLE UPPERCUT
↘+LP, RP

TRIPLE UPPERCUT
↘+LP, RP, LP

CROUCH DOUBLE SLAP/UPPERCUT
Hold ↓+LP, LP, LP

TRIPLE WINDMILL PUNCH
↓ (crouch), →+LP, RP, LP

TRIPLE DRILL PUNCH
Tap ↙+LP, LP, LP

TRIPLE DRILL PUNCH/UPPERCUT
Tap ↙+LP, LP, LP, RP

BOLO PUNCH
Starting with ←, rotate the control pad or joystick counterclockwise until Jack wheels his arm five times, then hit LP. Unblockable.

HARD POUNCE
↗+(LK+RK) Press buttons together.

THROWS

BLANKET
LP+LK

LIFTER
RP+RK

BACKBREAKER
↓↙←+RP

PILEDRIVER
↓↘→+LP

10-ATTACK STRING

Tap (↓+RP), LP, LP, LP, RP, LP, RP, LP, (LP+RP), (LP+RP)

LAW

Marshall Law is a martial arts expert who wants to found his own dojo. He enters tournaments such as this one purely to earn money.

THE MOVES

PUNCH/BACKHAND
RP, RP

PUNCH/ELBOW/BACKHAND
→+RP, RP, RP

PUNCH/PUNCH/ELBOW/BACKHAND
→+LP, RP, RP, RP

TRIPLE HEAD KICK
LK, LK, LK

JUMP KICK
→→→+LK

FLIP KICK
↓ (crouch), ↑+RK

POWER FLIP KICK
↓ (crouch), ↑+(LK+RK) Press buttons together.

TRIPLE ROUNDHOUSE
RK, LK, RK

DASHING FIST
Tap ↙, (LP+RP). Tap ↑↑ to abort attack. Unblockable.

THROWS

DEATH FROM ABOVE
LP+LK

FACE SMASH
RP+RK

KNEE BASH
→→+(LK+RK). Press buttons together.

10-ATTACK STRING

Tap ↘+LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

MICHELLE

Half Native American, half Hong Kong Chinese, Michelle's father was murdered by Heihachi's thugs. She's in the tournament for revenge...

THE MOVES

DOUBLE-FISTED BODY BLOW
→→+(LP+RP) Press buttons together.

UPPERCUT
↓ (crouch), RP

UPPERCUT/HAMMER/ UPPERCUT
↓ (crouch), RP, LP, LP

ROUNDHOUSE
↓ (crouch), LK

VERTICAL KICK
Tap ↘+LK

POWER VERTICAL KICK
↓ (crouch), RK

SLEEP SWEEP
↘ (crouch), RK

SLEEP SWEEP/FLYING KICK
↘ (crouch), RK, LK

SWEEP KICK/HIGH KICK
↓+RK, RK

SWEEP KICK/UPPERCUT
↓+RK, LP

HARD POUNCE
↗+(LK+RK) Press buttons together.

RUNNING UPPERCUT
←←← (hold last ← until leg rises), LP. Unblockable.

THROWS

BRIDGE SLAMMER
LP+LK

HOOK SLAMMER
RP+RK

REVERSE CHECKLIFT
RP (must hit), ←+(LP+RP)

10-ATTACK STRING

RP, LP, LP, RP, LK, LK, LK, LK, RK, RK, LP

YOSHIMITSU

This robotic ninja has been linked with notorious underworld thieves, but that's about all we know about him. Who he is and why he has entered the tournament is unknown.

THE MOVES

TORNADO SPIN
←+ tap LP repeatedly. Can hit up to five times, but Yoshimitsu gets dizzy.

TORNADO SWEEP
Hold ↙+LK

TWIST HIT
→+RP

KNEE RUSH
→→+RK

ROUNDHOUSE/MID-KICK
LK, RK

KICK/DOUBLE ROUNDHOUSE
RK, RK, RK

FORWARD CARTWHEEL
→→+(LK+RK)

FORWARD CARTWHEEL/ DIVING CORKSCREW
→→ (hold)+(LK+RK), (RP+LP)

SWORD SLASH
↙+LP. Unblockable.

SWORD SKEWER
←←+LP. Unblockable.

HARD STOMP
↗+(LK+RK) Press buttons together.

THROWS

FLYING SLAM
LP+LK

TRIP SMASH
RP+RK

10-ATTACK STRING

LP, RP, LP, RK, RK, RK, RK, LP, LP, LP

SUB-BOSSES

These are derivatives of the main characters, and perform some or all of their moves.

ANNA

Anna is similar to Nina.

THE MOVES

SIDE KICK BACKHAND
↘ LK, LP, RP

FLASH KICK
Hold ↘, LK, LK, LK, RK

JAB/MID-KICK
RP, LK

BERMUDA TRIANGLE
LP, RP, RK

UPPERCUT/JAB
↘, LP, LK

CAN OPENER
↗, RK, LK, RK

JUMPING KICK
→→→+LK

RISING HEEL KICK
↑+LK

BLONDE BOMB
→→+(LP+RP)

FORWARD FLIP KICK
→→+RK

POWER PUNCH
↙+(LP+RP)

Check out our cheats to find the sub-bosses, such as Anna.

THROWS

BACK TOSS
RP+RK

ELBOW THROW
↘↘+LP

OVERHEAD FLIP
LP+LK

10-ATTACK STRING

LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

ARMOR KING

Armor King is similar to King.

THE MOVES

EXPLODER
→→+(LK+RK)

STRAIGHT KICK
→→+RK

TWO-FIST HAMMER STRIKE
↗+(LP+RP)

LOW KICKS
Hold ↘, RK, RK, RK

ELBOW DROP (FALLEN FOE)
↑+(RP+RK)

LOW UPPERCUT
→→+RP

UPPERCUT
Crouch, →+RP

TIGER UPPERCUT
→ ↓ ↘+RP

DRAGON UPPERCUT
→ ↓ ↘+LP

THROWS

FRANKENSTEINER
↘+(LK+RK)

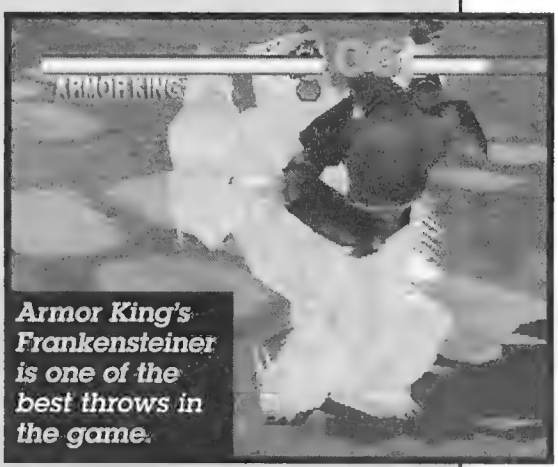
SUPLEX
RP+RK

KNEE SMASH
LK+LP

FALLING HEADLOCK
↙↙+(LP+RP)

PILEDRIVER
↓ ↘ →+LP

HELICOPTER SPIN
→ ← ↙ ↓ ↘ →+LP



Armor King's Frankensteiner is one of the best throws in the game.

10-ATTACK STRING

LP, RP, LP, LP, RP, RK, RK, RK, LP, LK

GANRYU

Similar to Jack, but he has only some of Jack's moves.

THE MOVES

STOMP
↓+RK

JAB/ELBOW
RP, LP

TRIPLE FIST SMASH
LP, LP, LP

SUMO SLAPS
Hold ↘, LP, RP

BATTERY
While rising from a crouch, LP+RP

PALM THRUST
←↙↓↘→+RP

DOUBLE PALM
→→+(LP+RP)

BELLY SQUASH
↗+(LK+RK)

Ganryu's Foot Stomp is one of the best ground strikes in the game.

THROWS

HIP THROW
LP+RK

BODY SLAM
LP+LK

OVER THE TOP
(RP+RK), →

KUNIMITSU

This boss is similar to Yoshimitsu

THE MOVES

RISING KNEE
→→+RK

UPPERCUT
↘ (release), RP

SOLAR KICK
LK, RK

SPIN FIST
←+LP

SPINNING CROUCH KICK
↙, Tap LK repeatedly

JAB/ROUNDHOUSE
RP, LK

SOMERSAULT ATTACK
↗+(LK+RK)

THROWS

BODY SLAM
LP+LK

SICKLE SLASH
RP+RK

KUMA

Similar to Jack, but only uses some of his moves.

THE MOVES

CLAW SWEEP
←↙↓↘+RP

DOUBLE CLAW
→→+(LP+RP)

JAB, ELBOW
RP, LP

PANCAKE PRESS
↗+(LK+RK)

BEAR HAMMER
LP, LP, LP

SIT
↓+(LK+RK)

OVERHEAD HAMMER
↘+(LP+RP)

SITTING PUNCHES
LP, RP, LP

THROWS

BODY PRESS
LP+LK

HEAD BUTT
→+(RP+RK)

10-ATTACK STRING

↓, RP, LP, LP, LP, RP, LP, RP, LP, (LP+RP), (LP+RP)

LEE

Lee is similar to Law.

THE MOVES

MID-KICK
↘+LK

CATAPULT KICK
↓↑+RK

CRESCENT KICK
↑+LK

SPINNING FURY
RK, LK, RK

RAPID JABS
LP, LP, LP, LP, LP

FIST, BACKFIST
RP, RP

TRIPLE KICK
LK, LK, LK

JUMP KICK
→ → →+LK

POWER PUNCH
↙+(LP+RP)

AXE KICK
→→+LK

THROWS

HEADLOCK PUNCH
RP+RK

BACK DROP
LP+LK

KNEE SMASH
→→+(LK+RK)

10-ATTACK STRING

↘ LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

P. JACK

Similar to Jack.

THE MOVES

JACK HAMMER
LP, LP, LP

OVERHEAD SMASH
↘+(LP+RP)

CROSS CUT SAW
→→+(LP+RP)

PANCAKE PRESS
↗+(LK+RK)

SIT
↓+(LK+RK)

SIT PUNCHES
LP, RP, LP, RP

JAB, ELBOW
RP, LP

MEGATHON BLAST
Rotate controller 360° starting ← ↙ ↓. Perform up to five rotations to increase damage, then let rip with a LP.

Always move in on a fallen foe, just like Prototype Jack here.

THROWS

BODY SLAM
RP+RK

BODY PRESS
LP+LK

10-ATTACK STRING

↓, RP, LP, LP, LP, RP, LP, RP, LP, (LP+RP), (LP+RP)

WANG

Similar to Michelle.

THE MOVES

SPIN BEHIND OPPONENT
RP, ←

TRIPLE BLOW
LP, LP, LP

SWEEP UPPERCUT
↓, RK, LP

SWEEP TO MID- OR LOW KICK (DEPENDS ON TIMING)
↓+RK, RK

HIGH KICK
Rising from a crouch, press RK

STOMP ON FALLEN FOE
↗+(LK+RK)

SUNRISE UPPERCUT
Rising from a crouch, press RP

POWER PUNCH
→→+(LP+RP)

SNAP KICK
↘+LK

COSMOS PUNCH
↓ ↘ →+RP

DOWNWARD FIST SMASH
↘+(LP+RP)

THROWS

ELBOW IN BACK
RP+RK

NECK THROW
LP+LK

10-ATTACK STRING

RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

There's more to Galaga than meets the eye—check out our cheats to see how it affects the way Tekken is played.

Cheats

PLAYING AS THE SUB-BOSSES AND HEIHACHI

You can control the sub-bosses in Tekken. Beat the game, and the boss you battered along the way is yours to use (each character faces a different boss). Keep doing this until you have all the bosses, then complete the game again using one of the main eight fighters and without using a continue. Your reward is control of Heihachi.

Using Heihachi you take on all eight sub-bosses, ending with a confrontation with Devil Kazua, the game's real head honcho.

GALAGA

When you've finished your game of *Galaga* during loading, hold Select as your score appears for another game.

The only way you can control main boss Devil Kazuya is to beat the *Galaga* game at the beginning using only one continue. You need to kill every baddie on every stage. Press RP for autofire, and any other attack button for normal shots. Complete a stage fast enough and you get a faster-firing ship.

When you've beaten *Galaga*, you can use Devil Kazuya (but only in arcade mode) by highlighting Kazuya on the Player Select screen and pressing Start instead of an attack button.

Tekken 2™

The best just got better! With more moves, improved graphics, more fluid animation, a wider range of characters, and some great features like the practice mode, this really is the game to set the beat-'em-up world alight. This is the only 3D fighter able to give the mighty *Virtua Fighter 2* a run for its money—some say *Tekken 2* beats it!

Basic Brutality

- Each character sports two different appearances. On the character selection screen, highlight the player you wish to use, then press a punch button for the regular outfit or a kick button for the alternative color combination.
- You're granted access to play as a new sub-boss each time you defeat the game with a different fighter. Be sure to use a memory card to save your game once you uncover these hidden contenders.

REGULAR CHARACTERS

HEIHACHI MISHIMA

The main boss from *Tekken* is a fully controllable character in the sequel, so this time around you get to make use of his mega powerful attacking arsenal. Heihachi's biggest failing is his lack of speed, although he tries to make up for this with strength and power. Heihachi can incorporate his special moves into a combo attack, creating a deadly string of hits.

Heihachi's Neckbreaker is a devastating throw.

GRAPPLING TECHNIQUES

NECK BREAKER
LP+LK

POWERBOMB
RP+RK

SUPER HEAD BUTT
→→+LP+RP

ATOMIC DROP
(Behind) LP+RP

SPECIAL TECHNIQUES

SHINING FISTS
LP, LP, RP

DEVIL FISTS
LP, RP, RP

BACKFIST
→+RP

PUNCH. BACKFIST
RP, RP

DOUBLE UPPERCUT
↘+LP, RP

THUNDER GODFIST
→, Neutral, ↓, ↘+LP

WIND GODFIST
→, Neutral, ↓, ↘+RP

LEFT AX KICK
→→+LK

SKY FOOT SLICE
→→→+LK

HIGH-LOW JUMPING SPIN KICKS
↗+RK, RK

RIGHT AX KICK
→+RK

CRUSHING KICK
RK+LK

CORPSE SPLITTER
↗+RP+RK

DEATH FIST
↓↘→+RP

TILE SPLITTER
↓+LP

TILE SPLITTER. DEATH FIST
↓+LP, RP

DEMON GODFIST
→→+RP

SLICE KICK
→, Neutral, ↓, ↘+LK, Neutral

LOW SLICE KICK
→, Neutral, ↘+LK

SHADOW FOOT
←←, Neutral+LK+RK

DEMON STOMP
↓+RK

DEMON SPLITTER (UNBLOCKABLE)
↓+LP+RK

10-STRING
→, hold →+RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

10-STRING
↘+LK, RP, RP, RK, RK, LP, RK, LP, RP

10-STRING
↘+LK, RP, RP, RK, RK, LP, RP, LP, RP, LP

JACK-2

Jack-2, a cyborg update of Jack from the original *Tekken* game, is possibly the most powerful character in the game, and his moves are nothing short of awesome. He's an incredibly powerful character, but his strength comes at the expense of speed.

GRAPPLING TECHNIQUES

HELL PRESS, FACE BASHER
LP+LK, LP+RP

GORILLA PRESS
RP+RK

PILEDRIVER
↙, →+LP+RP

BACKBREAKER
↓↙↓+RP

PYRAMID DRIVER
↓↘→+LP

CATAPULT
↘+RP+RK

MODIFIED CATAPULT
↘, ↘+LP+RP

DEATH SHOT
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

HAMMER COMBO
LP, LP, LP

PUNCH, ELBOW, UPPERCUT
RP, LP, RP

GIGATON
←←+LP, LP

MEGATON SWEEP
←↙↓↘+LP

MEGATON KNUCKLE
←↙↓↘+RP

HAMMER KNUCKLE
↘+LP+RP

BRAVO KNUCKLE
↓+LP+RP

POWER SCISSORS
→→+LP+RP or →+LP+RP

DOUBLE UPPERCUT, HAMMER
↓+LP+RP, LP+RP

DOUBLE HAMMER, UPPERCUT
LP+RP, LP+RP

SCISSORS, MEGATON PUNCH
→+LP+RP, ↘+RP

HAMMER RUSH
Hold ↓, ↘+LP, RP, LP

MACHINE-GUN KNUCKLE
↙+LP, LP, LP, LP, LP, ↘+RP

HIP PRESS
↗+LK+RK

SIT DOWN
↓+LK+LK

QUICK JUMP
(Sit Down) ↑

BLOOD FAN
(Sitting) LP, RP, LP, RP or RP, LP, RP, LP

COSSACK KICKS
↙+LK, RK, LK, RK, LK, RK

SPRING HAMMER PUNCH
(Lying down), ↓+LP+RP

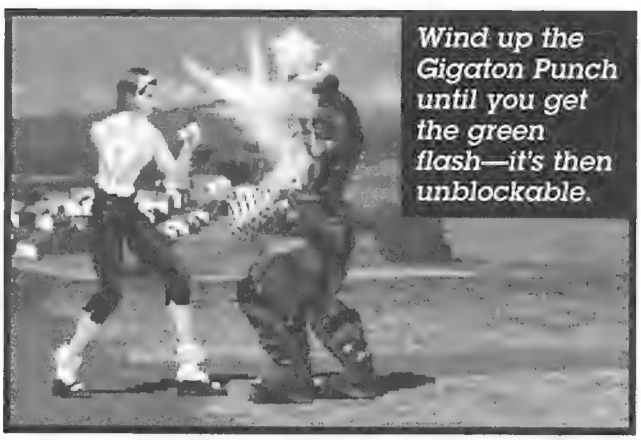
GIGATON PUNCH (UNBLOCKABLE)
Rotate the control pad 360° anti-clockwise starting from ←. Do it up to five times, then hit LP to throw punch.

10-STRING
↓+RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP

10-STRING
↓+RP, LP, LP, LP, RP, LP, RP, LP, ↓+LP+RP, LP+RP

10-STRING
↗+LP, LP, RK, LK, RK, LP, RP, LP, LP+RP, LP+RP

10-STRING
↗+LP, LP, RK, LK, RK, LP, RP, LP, ↓+LP+RP, LP+RP



Wind up the Gigaton Punch until you get the green flash—it's then unblockable.

KING

The wrestler with a heart of gold returns to the second tournament, and brings with him the greatest throwing attack in the game. King is a tough character to control, but he's deadly in the hands of an expert!

GRAPPLING TECHNIQUES

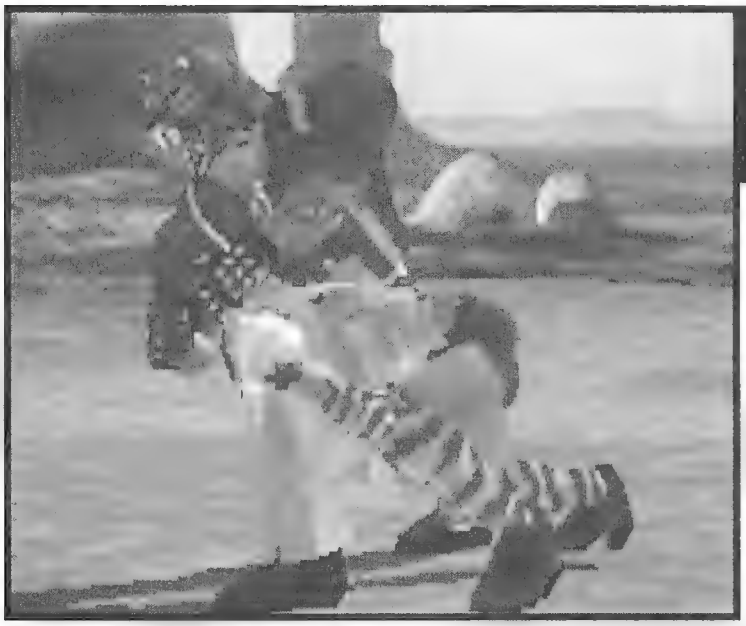
COCONUT CRUSH
LP+LK

BACKFALL SUPLEX
RP+RK

DDT
↙, ↙+LP+RP

GIANT SWING
→, ↓↘→+LP

FIGURE-CIRCLE
↙+LP+RP



Follow up grappling moves like King's Coconut Crush with ground strikes.

TOMBSTONE PILEDRIVER
↙, →+LP+RP

HALF CRAB
(Behind) LP+LK

COBRA TWIST
(Behind) RP+RK

SPECIAL TECHNIQUES

ONE-TWO UPPERCUT
LP, RP, LP

PUNCH, UPPERCUT
RP, LP

ALI KICK(S)
↓+LK+RK, RK, RK, RK, RK

ALI KICK, MIDDLE SMASH
↓+LK+RK, RP

SMASH UPPERCUT
→→+RP

FLYING CROSS CHOP
→→+LP+RP

JAIL KICK
→→+RK

DROP KICK
→→+LK+RK

DELAYED DROP KICK
LK+RK

SATELLITE DROP KICK
→→→+LK+RK

KNUCKLE BOMB
↗+LP+RP

SHORT ELBOW DROP
↓+LP+RP

ELBOW DROP
↖+RP+RK

ELBOW STING
↓+LP+RP

DOUBLE KNEE DROP
↗+LK+RK

FRANKENSTEINER
↘+LK+RK

JAGUAR IMPACT (UNBLOCKABLE)
→+LP+RP

MOON PRESS (UNBLOCKABLE)
→+LP+RK

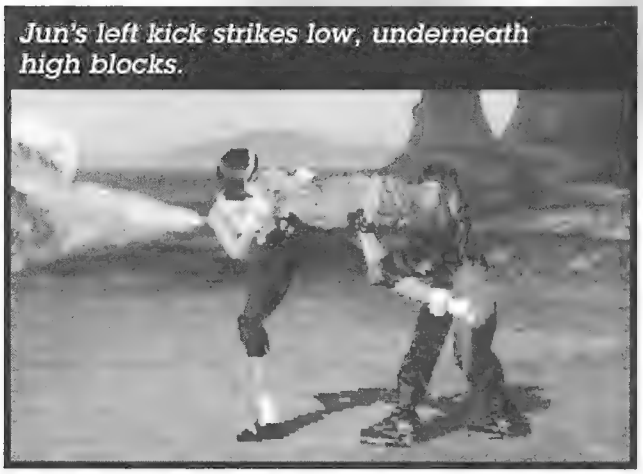
10-STRING
LP, RP, LP, LP, RP, RK, RK, RK, LP, LP

10-STRING
LP, RP, LP, LP, LK, LK, RK, RK, LP, LP

10-STRING
LP, RP, LP, LP, LK, LK, RK, LK, RP, LP+RP

JUN KAZAMA

Jun Kazama is one of the new characters in *Tekken 2*, and is also one of the most powerful. Her varied attack style and tremendous power make her a threat to the tournament's elite fighters. Using Jun's speed effectively is the key to victory.



Jun's left kick strikes low, underneath high blocks.

GRAPPLING TECHNIQUES

ARM BAR
LP+LK

SERPENT TWIST
RP+RK

STRIKING OSHI TAOSHI
↘+RP+LK

GERMAN SUPLEX
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

PUNCH, MIDDLE SCREW PUNCH
LP, LP

PUNCH-KICK COMBO
LP, LK

PUNCHES
LP, RP

CHARGING STRIKE
→+RP

PUNCH, CROSS SWEEPS
LP, RK, RK, RK

PUNCH, MIDDLE PUNCH, CAN-CAN
LP, LP, RK

PUNCH, MIDDLE PUNCH, FRONT KICK
LP, LP, LK

MIDDLE PUNCH, CAN-CAN
→+LP, RK

MIDDLE PUNCH, FRONT KICK
→+LP,LK

LIGHTNING CRESCENT
→+RK

BACKFLIP KICK
←+LK

BACKFLIP KICK, SWEEPS, KICK
←+LK, RK, RK, RK, LK

BACKFLIP KICK, CHARGING STRIKE
←+LK, RP

LEG SWEEPS
↙+RK, RK, RK

LEG SWEEPS, CARTWHEEL KICK
↙+RK, RK, RK, LK

SPINNING ROUNDHOUSE
→+LK, LK

WHITE HERON
LP+RK

PUNCHES, CAN-CAN
LP+RK, RP, LP, LP, RK

PUNCH, CRESCENT LOW
LP+RK, RP, ↓+RK

PUNCHES, LEG SWEEPS, KICK
LP+RK, RP, LP, RK, RK, RK, LK

PUNCHES, CARTWHEEL KICK
LP+RK, RP, LP, LP, LK

ATTACK REVERSAL
←+LP+LK

SPINNING HEEL (UNBLOCKABLE)
→+LK

10-STRING
↓, Neutral, RP, LP, LP, LP, RP, LP, RK, LK, LK+RK

10-STRING
↓, Neutral, RP, LP, LP, LP, RP, LP+RK, LP, LK+RK

4-STRING
↓, Neutral, RP, LP, LP, LK

LEI WULONG

The cop with an attitude is another of the new contestants in *Tekken 2*. Lei has a strange fighting style that makes him extremely difficult to control; but once mastered, he's a versatile character.

GRAPPLING TECHNIQUES

JUMPING BIRD
LP+LK

NECK BREAKER
RP+RK

TAI TRIP
→, →+LP+RP

BULLDOG
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

PUNCH, TURNING FIST
LP, RP

SPINNING PUNCHES
LP+RP

HIGH CRESCENT, HEEL SWEEP
LK, LK

FLYING WHEEL KICK, QUICK DROP
RK, LK

CRESCENT KICK
LK, RK

JUMPING CRESCENT(S)
LK, RK, ↑

FRONT KICK
→+RK

HIGH HOOK KICK
→→→+LK

QUICK TURN
←+LK+RK

TURNING UPPERCUT
(Turned), RP

BACKFIST
(Turned), LP

SWEEPING BACKFIST(TURNED)
↓+LP

BACK HANDSPRING KICKS
(Turned), LK+RK, LK+RK, LK+RK

Lei's Back Handspring Kicks are great for finishing off floored opponents.

TURNING FOOT SWEEP, HOOK KICK
(Turned), ↓+RK, RK

QUICK DROP (LYING ON BACK)
↓+LK+RK

TURN OVER (LYING ON FACE)
(Back) LP

TURN OVER (LYING ON BACK)
(Face) ↓+LP

SWEEP, JUMPING HOOK
(Lying) LK, RK

CRESCENT, PUNCH, KICKS
→, Neutral+RK, LP, RP, LK, RK or ↓+RK

CRESCENT, PUNCH, LOW/MID KICK
→+RK, LP, RP, LK or RK

FOOT SWEEP, JUMPING HOOK KICK
↙, RK, RK

GUARD MELTING PUNCHES
→, Neutral+RP, LP, RP, LP

PUNCHES, LOW KICK
→, Neutral+LP, RP, LP, RP, LK

CHARGING CRESCENT, FRONT KICK
→, Neutral+LK, RK

PHOENIX KICK (UNBLOCKABLE)
←+LP+RK, RK

10-STRING
LP, RP, LP, LK+RK, RP, LP, RK, LP, RP, LK

10-STRING
LP, RP, LP, LK+RK, RP, LP, RK, LP, RK, RK

9-STRING
LP, RP, LP, LK+RK, LK+RK, LK+RK, LP, LP, LP

MARSHALL LAW

The Kung-Fu legend from the first tournament returns, and once again brings with him the best mix of speed and power. A player who can really control Marshal Law is almost unstoppable. Marshall Law is an excellent character who strikes a balance between power and speed. An awesome fighter indeed.

GRAPPLING TECHNIQUES

DRAGON DIVE
LP+LK

CHASTISEMENT PUNCH
RP+RK

DRAGON KNEE
→, →+LK+RK

BULLDOG
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

DOUBLE KNUCKLE
RP, RP

PUNCH
LP, RP

LEFT FIST FLURRY
LP, LP, LP, LP, LP

DRAGON KNUCKLE COMBO
→+RP, RP, RP

STEP-IN MIDDLE KICK
↘+LK

CROSS HIGH KICKS
LK, LK, LK

SHIN KICK
↓+LK

SHIN KICK, HIGH KICKS, MIDDLE KICK
↓+LK, LK, →+LK

DRAGON SLASH
→→→, hold →+LK

HIGH FLIP KICK
Hold ↓, ↖↑↗+RK

LOW FLIP KICK
Hold ↓, ↖↑↗+RK

FLIP DROP
hold ↓, ↖↑↗+LK+RK

LOW KICK, FLIP KICK
↓+RK, LK

DOUBLE FLIP KICKS
LK+RK, LK

HIGH KICK, FLIP KICK
RK, ↑+LK

HIGH KICK, FLIP KICK
LK, RK

LOW SPIN KICK, FLIP KICK
Hold ↓, ↖+LK, RK

LOW KICK, FLIP KICK
LK+RK after Low Kick

DRAGON'S TAIL
↙+RK

JUMPKICK, FLIP KICK
↑+LK, RK

DRAGON SLIDE
hold ↓, ↘, ↘+LK

DRAGON FANG (UNBLOCKABLE)
↙+LP+RP

Law's unblockable Dragon Fang takes over half your opponent's energy, but leaves you vulnerable to a counter attack while you're "charging" the move.

10-STRING
↘+LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

10-STRING
↘+LP, RP, RP, LP, LK, ↓+LK, LK, RK, RK, RK

10-STRING
↘+LP, LK, RP, RP, LK, ↓+LK, LK, RK, RK, RK

10-STRING
↘+LP, LK, RP, RP, LK, LK, LK, RK, LK, RK

MICHELLE CHANG

Michelle is one of the fastest characters, and this makes her very difficult to fight against. Her speed advantage makes Michelle a great character for rookies. She can overwhelm an opponent with a rapid chain of attacks, and also has a devastating Suplex.

Nice fighters finish last—always ground strike a fallen foe.

GRAPPLING TECHNIQUES

FRONT SUPLEX
LP+LK

FISHERMAN SUPLEX
RP+RK

NELSON SUPLEX
↘+LP+RP

GERMAN SUPLEX
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

RUSHING UPPERCUT
→+LP

BACK LEG SWEEP
Hold ↓, ↘+RK

PENETRATING BOW LEG
Hold ↓, ↘+RK, LK

SIDE SPIN, HIGH KICK, LEG SWEEP
LK+RK, RK, ↓+RK

PUNCH COMBO
↘+LP, LP

PUNT KICK
↘+LK

DEATH PUSH, BIG PUNCH
↘+RP, LP

DEATH PUSH, AX KICK
↘+RP, LK

DOUBLE STRIKE
LP+RP

DEATH PUSH, LOW KICK OR HIGH KICK
↘+RP, LK or RK

FRONT LEG SWEEP
↓+RK

UPPERCUT
↓+RK, LP

HIGH KICK
↓+RK, Neutral+RK

FAN KICK
↓+RK, ↓+RK

CATAPULT, SWEEP, BOW LEG
LP, LP, RK, LK

KICK, LEG SWEEP, HIGH KICK
RK, RK, Neutral+RK

KICK, LEG SWEEP, FAN KICK
RK, RK, ↓+RK

KICK, LEG SWEEP, UPPERCUT
RK, RK, LP

OVERHEAD CHOP, BACK SWEEP, FAN
↘+LP, RK, LK

DASHING LEFT ELBOW
→→+LP

DASHING PUNCH
Hold ↓, ↘+LP

DASHING RIGHT ELBOW
Hold ↓, ↘+RP

DASHING PUNCH, HIGH KICK
LP, RP, LK

DASHING PUNCH, LOW KICK
LP, RP, RK

DASHING ELBOW, KICK
→→+LP, RK

CLUB FIST, SWEEP, BOW LEG
LP+RK, LK

DEATH PUSH, PUNT KICK, UPPERCUT
RP+LK, LP

PUNCHES, SWEEPING BOW LEG
LP, LP, RK, LK

EARTHQUAKE STOMP
↗+LK+RK

HIT, REAR SNEAK, GERMAN SUPLEX
→+RP, LP, LP+RP

JUMPKICK
→→→+LK

HEAVEN CANNON (UNBLOCKABLE)
→+LP+RK

10-STRING
RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

10-STRING
RP, LP, LP, RP, LK, LK, RP, LK, RP, LP

10-STRING
RP, LP, LP, RP, LK, LK, RP, LP, RK, LK

NINA WILLIAMS

Nina is the babe of *Tekken 2*, but don't let her good looks fool you into thinking she's a pushover. When played well, Nina is a deadly mix of speed and power.

Like most beat-'em-ups,* Tekken 2 *demands great blocking skills.

GRAPPLING TECHNIQUES

ARM TURN
LP+LK

NECK THROW
→+LP+LK

EMBRACING ELBOW STRIKE
↘, ↘+LP

THREE LIMB BREAK
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

DOUBLE-PALM
→→+LP+RP

TRIANGLE PUNCHES, DOUBLE-PALM
LP, RP, →+LP+RP

KNEELING KICK
→→+RK

DOWNWARD CHOP
←+LP

FOREARM CHOP (STUNS)
←+RP

TRIPLE SMASH
LP, RP, LK or RK

RIB KICK
RK

RAVE KICK
LP, RK

HIGH KICK, LOW KICK, UPPERCUT
RK, LK, RP

JAMMING COMBO
RK, LK, RK

JAMMING COMBO LOW
RK, LK, ↓+RK

TWO HIGH KICKS
LK, RK

FALLING ANKLE KICK
↙+RK

PUNCH, KICK COMBO
RP, LK

PUNCH, LOW KICK COMBO
RP, ↓+LK

DOUBLE SMASH
RP, RK

SPIKE COMBO AND RIGHT UPPERCUT
LK, LK, RP

SPIKE COMBO AND RIGHT KICK
LK, LK, RK

LOW KICK, SPINNING CHOP
↓ or ↓+RK, LP

FROZEN KICK
↓+RP, RK

LOW KICK, UPPERCUT
↓+LK, RP

LOW KICK, HIGH KICK
↓+LK, Neutral+RK

SWEEP, LOW KICK
↓+LK, RK

TRIANGLE PUNCHES, JUMPING KICK
↘+LP, RP, ↗+LK

TWO PUNCHES, LOW KICK, UPPERCUT
↘+LP, RP, ↓+LK, RP

UPPERCUT PUNCH
↘+LP, RP

TRIPLE SMASH
↘+LP, RP, RK

SPARK COMBO
↘+LP, RP, LP, RK

HEAD RINGER
↘+LK, RK

FLASH COMBO
↘+LK, LP, RP

ASSAULT COMBO
↘+LK, LP, RP, →+LP+RP

RAPID KICK COMBO
↘+LK, LK, LK, (LK or RK or LP or RP)

TWO PUNCHES, DOUBLE PALM
↘+LK, LK, LK, LP, RP, →+LP+RP

ALTERNATING SWAN COMBO
↘+LK, RP, ↓+LK, LP

WIND'S EDGE COMBO
↘+LK, RP, ↑+LK

HUNTING KICKS
↗+RK, LK, RK

HUNTING SWAN
↙+LP, RP

ATTACK REVERSAL
←+LP+RK or
←+RP+LK

10-STRING
LP RP, LP, RP, LK, LK, RP, LP, RP, RK

10-STRING
LP RP, LP, RP, LK, LK, RP, LP, RK, LK

10-STRING
LP RP, LP, RP, RK, LK, RK, RP, RK, LK

10-STRING
↘+LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

10-STRING
↘+LP, LP, RP, LP, LK, LK, RP, LP, RK, LK

10-STRING
↘+LP, RP, LP, RP, RK, LK, RK, RP, RK, LK

PAUL PHOENIX

Paul was one of the most popular characters in the first game, and this time around he's set to become a favorite among expert players. He is the ideal combination of power and speed.

Paul Phoenix is one of the games best all-around fighters, and is deadly when played well. His Death Fist does 90% damage when performed close to an opponent, which makes it one of the most powerful moves in the game.

GRAPPLING TECHNIQUES

SHOULDER THROW
LP+LK

SHOULDER POPPER
RP+RK

STOMACH THROW
LP+LK, ←

SHOULDER RAM
→→+RP

STRIKING SHIHO-NAGE
↘+LP+RP

ULTIMATE TACKLE
↙+RP

MOUNTED PUNCHES
(Tackle), LP, RP, LP, RP, LP

NECK THROW
(Behind), LP+LK or RP+RK

ULTIMATE ESCAPE
(When being tackled) LP+RP

Throws inflict significant damage but are easily avoided.

SPECIAL TECHNIQUES

SQUARE-TRIANGLE PUNCHES
LP, RP

PUNCH-KICK COMBO
RP, LK

PUNCH-LOW KICK COMBO
RP, ↓+LK

REVERSE PUNCH/LOW KICK COMBO
LP, ↓+LK

DOUBLE JUMPKICK
↗+LK, RK

SOMERSAULT KICK
→→+RK

DEATH FIST
↓↘→+RP

TILE SPLITTER
↓+LP

TILE SPLITTER, DEATH FIST
↓+LP, →+RP

LEAF COMBO
↓+RK, RP

STONE SPLITTER
(Enemy on the ground), ↓+RP

TILE SPLITTER, FALLING LEAF COMBO
↓+LP, RK, RP

FLASH ELBOW
→→+RP

DUCKING DASH
↓↘→

ELBOW STRIKE, DEATH FIST
↓+LP, RP

SUPER DEATH FIST (UNBLOCKABLE)
←+LP+RP

ATTACK REVERSAL
←+LP+LK or
←+RP+RK

10-STRING
LP, RP, LK, RP, LP, RP, LP, RK, RP, LP

10-STRING
LP, RP, LK, LP, RK, RP, LP, RK, RP, LP

5-STRING
LP, RP, LK, LP, RP

YOSHIMITSU

The cyborg ninja has been updated since the first game, so his opponents are in for a nasty surprise this time around. Yoshimitsu is one of the most unpredictable fighters. Fans of the first game should not expect more of the same.

GRAPPLING TECHNIQUES

JAWCRUSHER
RP+RK

FLYING PRESS
LP+LK

MISSILE PRESS
↓↙↓+LP+RP

SPINNING MISSILE
(Behind) LP+LK

SPECIAL TECHNIQUES

PUNCH-KICK COMBO
RP, LK

PUNCH-LOW KICK COMBO
RP, ↓+LK

LIGHTNING KICK(S)
LK, (RK)

JUMPING KNEE
→→+RK

FLIPPING STOMP
↗+LK+RK

SPIRAL LAUNCH
→→+LK+RK

SPIRAL DIVE
LP+RP(during Spiral Launch)

KANGAROO KICK
LK+RK (during Spiral Dive)

SPINNING HILT STRIKES
←+LP

LEG SWEEPS
↙+LK

SPINNING FIST STRIKES
↙+RP

SPINNING SWEEP
Hold ↓, ↘+LK

TELEPORT (TAKES OFF LIFE)
←+LK+RK

SIT DOWN, FORWARD TELEPORT
↓+LK+RK

KANGAROO KICK
RK, LK

FAKE SUICIDE
→→+LP+RK, Neutral

TURNING SUICIDE (UNBLOCKABLE)
→→+LP+RK

STANDING SUICIDE (UNBLOCKABLE)
↓+LP+RK

SAMURAI CUTTER (UNBLOCKABLE)
Hold ↓, ↙, ←+LP

HELICOPTER STOMP (UNBLOCKABLE)
↗+LP+RP, ↓

SHOULDER CUT (UNBLOCKABLE)
↙+LP

CHARGING SHOULDER CUT (UNBLOCKABLE)
↙+LP, Neutral, ↙, LP

SWORD THRUST (UNBLOCKABLE)
←←+LP

SAW BLADE (UNBLOCKABLE)
←←+LP, Neutral+LP

10-STRING
LP, RP, LP, RK, RK, RK, LP, LP, LP, LP

10-STRING
LP, RP, LP, RK, RP, RP, RP, RK, LP, LP

10-STRING
RK, RK, RP, RP, RK, RK, LP, LP, LP, LP

5-STRING
RK, RK, RP, RP, LP

8-STRING
LP, RP, LP, RK, RK, RK, LP, LK+RK

8-STRING
RK, RK, RP, RP, RK, RK, LP, LK+RK

SUB-BOSSES

ALEX/ROGER

Roger and Alex are a kangaroo and lizard respectively. Simply press LP or RP to select Roger, or tap LK or RK to choose Alex. Both characters have the same moves.

GRAPPLING TECHNIQUES

ANIMAL HEAD BUTT
LP+LK

POWER BOMB
RP+RK

JAGUAR DRIVER
↓↘→+LP

DDT
↙, ↙+LP+RP

TOMBSTONE PILEDRIVER
↙, →+LP+RP

GIANT SWING
→, ←↙↓↘→+LP

BACK DROP
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

ONE-TWO UPPERCUT
LP, RP, LP

SHORT HAMMER STRIKE
LP, RP, LP

SHORT GUT PUNCH
↘+RP

LOW JAB UPPERCUT
↓+LP, (Neutral+RP)

ALI KICK(S)
↓+LK+RK, RK, RK, RK, RK

MIDDLE SMASH
→→+RP

FLYING CROSS CHOP
→→+LP+RP

JAIL KICK
→→+RK

DROP KICK
→→+LK+RK

DELAYED DROP KICK
LK+RK

SATELLITE DROP KICK
→→→+LK+RK

DYNAMITE UPPERCUT
Hold ↓, ↘+RP

STOMACH SMASH
→→, Neutral+RP

ELBOW DROP
↖+RP+RK

DOUBLE KNEE DROP
↗+LK+RK

FRANKENSTEINER
↘+LK+RK

ANIMAL UPPERCUT
→, Neutral, ↓, ↘+LP

ANIMAL KICK RUSH
↙+RK, LK, RK, LK, RK

ANIMAL KICK.
↙+RK, LP, LK, RK, LK, RK

ANIMAL PUNCH RUSH. ROLLING PUNCH
→→+LP, RP, LP, RP, LP

ROLLING PUNCH
→, Neutral+LP

ANIMAL GIGATON PUNCH (UNBLOCKABLE)
←+LP

ANNA WILLIAMS

Nina's evil twin sister has many of the same moves as her sibling, and is just as deadly—and don't let that long dress fool you into thinking she can't move around quickly. Anna's Stun Punch is a powerful move that temporarily renders her opponent helpless. Make good use of it.

GRAPPLING TECHNIQUES

ARM TURN
LP+LK

LIFTING TOSS
RP+RK

NECK THROW
→+LP+LK

EMBRACING ELBOW STRIKE
↘, ↘+LP

THREE LIMB BREAK
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

DOUBLE PALM
→→+LP+RP

TRIANGLE PUNCHES, DOUBLE-PALM
LP, RP, →+LP+RP

KNEELING KICK
→→+RK

COLD BLADE
Hold ↓, ↘+RP

CAT THRUST
Hold ↓, →+LP

RIGHT HAND STAB
Hold ↓, →+RP

CROSS CUT SAW
←+LP, LP, LP

TRIPLE SMASH
LP, RP, LK or RK

FLIP KICK (LOW)
Hold ↓, ↖↑↗+RK

FLIP KICK (HIGH)
Hold ↓, ↖↑↗+RK

HIGH KICK, LOW KICK, UPPERCUT
RK, LK, RP

PUNCH-KICK COMBO
RP, LK

DOUBLE SMASH
RP, RK

PUNCH-LOW KICK COMBOS
RP, ↓+LK

LOW KICK, UPPERCUT
↓+LK, RP

LOCK KICK, BACK SPINNING CHOP
↓+RK, LP

LOW KICK, UPPERCUT
↓ or ↓+LK, RP

CROSS PUNCHES, SWEEP
LP or ↘+LP, RP, LP, RK

TRIANGLE PUNCHES, JUMPING KICK
↘+LP, RP, ↗+LK

TWO PUNCHES, LOW KICK, UPPERCUT
↘+LP, RP, ↓+LK, RP

UPPERCUT PUNCH, KICK
LP or ↘+LP, RP, RK

HEAD RINGER
LK, RK

REVERSE PDK COMBO
LP, RK

FLASH COMBO
↘+LK, LP, RP

RAPID KICK COMBOS
↘+LK, LK, LK

SWAN COMBOS
↘+LK, RP

CREEK ATTACK AND HIGH KICK
↘+LK, LK

HUNTING KICKS
↗+RK, LK, RK

BLOODY SCISSORS (UNBLOCKABLE)
↓+LP+RP

HUNTING SWAN (UNBLOCKABLE)
↙+LP+RP

ATTACK REVERSAL
←+LP+RK or
←+RP+LK

10-STRING
LP RP, LP, RP, LK, LK, RP, LP, RP, RK

ARMOR KING

Armor King is a powerful character who relies on throwing techniques to grind his opponent into the mat. Due to Armor's lack of speed, it takes a *Tekken 2* master to bring the best out of him.

GRAPPLING TECHNIQUES

COCONUT CRUSH
LP+LK

BACKFALL SUPLEX
RP+RK

STEINER SCREWDRIVER
RP+RK,
↓↓↓+LP+RP

STEINER DDT
↙, ↙+LP+RP

TOMBSTONE PILEDRIVER
↙, →+LP+RP

JAGUAR DRIVER
←↙↓↘→+LP

GIANT SWING
→, ←↙↓↘→+LP

REVERSE DDT
(Behind) LP+LK or
RP+RK

SPECIAL TECHNIQUES

UPPERCUT
LP, RP, LP

RIGHT STRAIGHT, LEFT UPPERCUT
RP, LP

ALI KICK
↓+LK+RK, RK, RK, RK, RK

MIDDLE SMASH
→→+RP

FLYING CROSS CHOP
→→+LP+RP

JAIL KICK
→→+RK

DROP KICK
→→+LK+RK

DELAYED DROP KICK
LK+RK

SATELLITE DROP KICK
→→→+LK+RK

DYNAMITE UPPERCUT
↓, ↘+RP

KNUCKLE BOMB
↗+LP+RP

JUMP-IN KNUCKLE BOMB
↑, Neutral+LP+RP

LOW JAB, UPPERCUT
↓+LP

STOMACH SMASH
→→, Neutral+RP

ELBOW DROP
↗+RP+RK

DOUBLE KNEE DROP
↗+LK+RK

FRANKENSTEINER
↘+LK+RK

BLACK SMASH
→, Neutral, ↓, ↘+RP

DARK SMASH
→, Neutral, ↓, ↘+LP

LOW PUNCH UPPERCUT
↓+LP, Neutral+RP

STRAIGHT ARROW
←+LP+RK

BLACK SHOULDER
→+LP+RK

SUPER KNUCKLE BOMB (UNBLOCKABLE)
↗+LP+RP, ↓

JUMP-IN MOON DROP (UNBLOCKABLE)
↗

10-STRING
LP, RP, LP, LP, RP, RK, RK, RK, LP

BRUCE IRVIN

This respected kickboxer offers a combination of grace and power, plus some of the best-looking moves in the game. Bruce is easy to master, and powerful attacks make him the ideal choice for rookies.

GRAPPLING TECHNIQUES

KNEE BASH
LP+LK

RIBCRUSHER
RP+RK

BACK FLING
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

BAZOOKA LEG
→→+RK

SLICE KNEE
→→+LK

SLICE ELBOW
→+LP+RP

SLEDGEHAMMER
LP+RP

HANDSPRING ESCAPE
→→, Neutral+LK+RK

CYCLONE EDGE, TORNADO UPPERCUT
↘+LK, LP

SNIPER SLASH
→→→+LK

STEP-IN MIDDLE KICK
↘+LK+RK

DOUBLE FACEBREAKER
↘+LP, RP

TRIPLE KICK COMBO
→+RK, LK, RK

CIRCLE-PUNCH COMBO
LP, RP, LP, RP

QUICK KICKS
LK, LK

SIDE LOW AND SIDE HIGH KICK
↓+LK+RK, LK

TRIPLE SOCK COMBO
→+LP, RP, LP

SQUARE-TRIANGLE PUNCH
LP, RP, (Neutral or ↓ or →)+RK

TRIPLE KNEE
←+RK, LK, RK

DOUBLE KNEE, LOW KICK
←+RK, LK, ↓+RK

GATLING COMBO
LK, RP, LP ,RK

STOPPING KICK
←+LK

STOPPING KICK, KNEE
←+LK, RK

STOPPING KICK, FEINT STRAIGHT
←+LK, RP

SOUTHERN CROSS COMBO
LP, RK, LK

NORTHERN LIGHTS COMBO
LP, RP, LK

SIDEWINDER (UNBLOCKABLE)
←+RP+LK

GANRYU

The man from the Orient is a powerful fighter who uses pounding attacks to wear down his opponents. If you choose Ganryu, use power rather than speed to drive home any advantage you gain.

Ganryu's power is his main asset, and using his strength effectively is the key to winning a match.

GRAPPLING TECHNIQUES

JIZO HUG
LP+LK

BODY DROP
RP+RK

LIFTING TOSS
→+RP+RK

JAW BREAKER
→→+RP+LK

UPSIDE DOWN DROP
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

SPRING HAMMER PUNCH
(Lying) ↓+LP+RP

THIGH QUAKE
↓+RK

GANRYU'S COMBO
LP, LP, LP

DOUBLE UPPERCUT, HAMMER
LP+RP, LP+RP

MEGATON PALM
←↙↓↘+RP

MEGATON FLOAT
←↙↓↘+LP

SCISSORS
→+LP+RP

HIP PRESS
↗+LK+RK

KABUKI PALM (INFINITE)
↓+RP, RP, RP, RP...

THUNDER PALM
↘+RP+LK

PALM LIFT
Hold ↓+LP+RP

SUMO RUSH (MIDDLE OR LOW ENDING)
Hold ↓+LP, LP, LP, RP

ELBOW PUNCH,
→+RP, LP

DEVIL THRUSTS
→+LP, RP, LP, RP, LP, RP, LP, RP

DEVIL THRUSTS
RP, LP, RP, LP, RP, LP, RP, LP

UPPERCUT, DEVIL THRUSTS
↘+RP, LP, LP, LP

GIANT TACKLE (UNBLOCKABLE)
←+LP+RP

KAZUYA MISHIMA

Kazuya returns as reigning champion. His moves are now even more powerful, and this makes him a formidable opponent.

After his victory in the first tournament, he's back to inflict more pain on his opponents. Using his speed and power, get close to an opponent and beat him to a pulp.

GRAPPLING TECHNIQUES

SHOULDER THROW
RP+RK

DOUBLE KICK
LP+LK

HEAD BUTT
→→, LP+RP

ULTIMATE TACKLE
↓, LP+RP

MOUNTED PUNCHES
(Tackle), RP, LP, RP, LP, RP

NECK THROW
(Behind), LP+LK

SPECIAL TECHNIQUES

ONE-TWO PUNCHES
LP, RP

JUMP KICK, SWEEP
↗+RK, RK

POWER UPPERCUT
→, Neutral, ↓, ↘+RP

FLYING KICK
→→→+LK

RIGHT AX KICK
→+RK

DOUBLE AX KICK
(While standing)RK, RK

RUSHING PUNCH COMBO
LP, LP, RP

FLIP KICK
RK, LK

DRAGON PUNCH
→, Neutral, ↓, ↘+LP

BACKFIST COMBO
LP, RP, RP

DOUBLE UPPERCUTS
↘+LP, RP

HELL SWEEPS
→, Neutral, ↓, ↘+RK,RK

LEFT AX KICK
→, →+LK

ALTERNATE POWER UPPERCUT
→, Neutral, ↘+RP

ALTERNATE DRAGON PUNCH
→, Neutral, ↘+LP

DRAGON PUNCH, SWEEP
→, Neutral, ↓, ↘+LP, RK

JUMPKICK, TWO SWEEPS, SIDEKICK
↗+RK, RK, RK, RK

SIDESTEP
→

SPINNING DRAGON PUNCH (UNBLOCKABLE)
←+LP+RK

10-STRING
→, →+RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

10-STRING
→, →+RP, LP, RP, RP, LK, RK, RK, LK, RP, LP

9-STRING
→, →+RP, LP, RK, RK, RP, RK, LK, RP, LP

ALTERNATE HELL SWEEPS
→, Neutral, ↘+RK, RK

DRAGON PUNCH, SIDE KICK
→, Neutral, ↓, ↘+LP, LK

KUMA

Kuma is the biggest contender at this year's tournament. His power moves are surprisingly easy to perform. His size and power prove to be his biggest asset, so use his devastating attacks to overwhelm opponents. However, the trade off for his power and strength is sluggish speed.

GRAPPLING TECHNIQUES

HELL PRESS
LP+LK

BEAR HUG
RP+RK

BEAR BITES
→+RP+RK

BEAR SHOT
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

BEAR HEAVEN CANNON
→+LP, LP, LP

ELBOW, UPPERCUT
RP, LP, RP

SPRING HAMMER PUNCH
(Lying) ↓+LP+RP

BEAR PUNCH COMBO
LP, LP, LP

BEAR KNUCKLE
LP+RP

BEAR SWING
Hold ↘+LP, RP, LP

BEAR SCISSORS
→, →+LP+RP

HIP PRESS
↗+LK+RK

WILD SWING
Hold ↘+LP, RP, LP, RP

SHORT BEAR RUSH
Hold ↓, ↘ RP, →+LP

UPPERCUT RUSH
↘+LP, RP, LP, RP

MEDIUM BEAR RUSH
Hold ↓, ↘ LP, RP, →+LP

MEGATON CLAW
←↙↓↘+RP

LONG BEAR RUSH
Hold ↓+LP, LP, LP, RP, →+LP

SIT DOWN
↓, LK+RK

BLOODY CLAWS
(Sitting) LP, RP, LP, RP

SALMON HUNTER
←, →+RP+LK

TERRIBLE CLAW (UNBLOCKABLE)
←+LP+RP

10-STRING
↓+RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP

BAEK DOO SAN

Baek is a karate master and one of the toughest characters in *Tekken 2*. However, be warned: He relies heavily on his kicking attacks, which makes him vulnerable to counter attacks.

GRAPPLING TECHNIQUES

HAMMERHEAD THROW
LP+LK

BLUE SHARK CLAW
RP+RK

COBRA BITE
→→+RP

SWORDFISH THROW
↙+LP+LK

STARFISH THROW
(Behind) LP+RP

SPECIAL TECHNIQUES

BACKFIST
→+RP

JAB AND STRAIGHT
LP, RP

RIGHT PUNCH AND BACKFIST
RP, →+RP

WING BLADE
→, Neutral, ↓, ↘+LK

BREAK BLADE
LK, RK, LK

BUTTERFLY COMBOS
LK, LK, LK, RK

BLACK WIDOW COMBO
LK, LK, RK, RK, LK

MANTIS COMBO
LK, LK, RK, RK, RK, LK

BAEK'S RUSH COMBOS
↓+RK, LK, LK, LK

SNAKE COMBOS
↓+LK, LK, LK

WAVE NEEDLE
LK, LK, RK

KNIFE HEEL
→+RK, LK

TRIPLE THREAT
→+RK, RK, LK

AX KICK
→→+LK

HAMMER HEEL
→→+RK

HUNTING HAWK
↗+LK, RK, LK

TRIPLE THREAT
→+RK, RK, LK

FLAMINGO
←←+LK, Neutral

FLAMINGO MOVEMENT
(Flamingo), ← or →

CUTTING HEEL
(Flamingo), LK

FLAMINGO LOW KICK
(Flamingo), ↓+LK

FLAMINGO WAVE
(Flamingo), LK, LK, RK

FLAMINGO DISTRACTION
(Flamingo), LK, RK, RK, LK

HEEL EXPLOSION (UNBLOCKABLE)
↙+LK+RK

10-STRING
RK, LK, LK, RK, LK, LK, LK, LK, RK, LK

10-STRING
RK, LK, LK, RK, LK, LK, LK, RK, LK, LK

10-STRING
RK, LK, RK, LK, LK, LK, LK, LK, RK, LK

10-STRING
RK, LK, LK, RK, LK, LK, RK, LK, RK, LK

KUNIMITSU

Kunimitsu is Yoshmitsu's nemesis, and he shares the same abilities as his rival. The key to victory lies in his Spinning Kick attack—master this move and you've got a chance of beating anyone.

GRAPPLING TECHNIQUES

FLYING PRESS
LP+LK

HIP LOCK (HIP SWEEP)
↙+LP+LK

JAWCRUSHER
RP+RK

BACK DROP
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

SPIRAL LAUNCH, SPIRAL DIVE
→→+LK+RK, LP+RP

SPINNING HILT STRIKES
←+LP

SPINNING LEG SWEEPS
↙+LK

FALLING TREE KICK
(Spinning Leg)
→+RK

HIGH KICKS
RK, RK, RK

FLIPPING STOMP
↗+LK+RK

JUMPING KNEE
→→+RK

LIGHTNING KICK
LK, RK

SPINNING SWEEP
Hold ↓, ↘+LK

PUNCH (HIGH KICK OR LOW KICK)
RP, (LK or ↓+LK)

KUNAI STAB (UNBLOCKABLE)
↙+RP

KUNAI MURDER (UNBLOCKABLE)
←+RP

KUNAI ADVANCE (UNBLOCKABLE)
→→, Neutral+RP

10-STRING
LP, RP, LP, RK, RK, RK, LP, RP, LK, RP

LEE CHOALAN

Lee was one of the toughest sub-bosses in the first Tekken tournament, and nothing has changed this time around. A player who can control him well is a formidable opponent.

GRAPPLING TECHNIQUES

NECK FRACTURE
LP+LK

CHASTISEMENT PUNCH
RP+RK

KNEE BASH
→→+LK+RK

BULLDOG
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

DOUBLE KNUCKLE
RP, RP

ONE-TWO PUNCH
LP, RP

STEP-IN MIDDLE KICK
↘+LK

BLAZING KICK
↓, ↙+RK

HIGH FLIP KICK
Hold ↓, ↖↑↗+RK

FEINT FLIP KICK
Hold ↓, ↖↑↗

SPINNING KICK COMBO
RK, LK, RK

LEFT FIST FLURRY
LP, LP, LP, LP, LP

DRAGON KNUCKLE COMBO
→+RP, RP, RP

FLIP DROP
Hold ↓, ↖↑↗+LK+RK

SHIN KICK
↓+LK

CROSS HIGH KICKS
LK, LK, LK

DRAGON SLIDE
Hold ↓, ↘, ↘+LK

HIGH KICK, FLIP KICK
Neutral+RK, ↑+LK

DROPPING SLIDE KICK
→→, Neutral+LK+RK

LOW KICK, HIGH KICK
↓+RK, Neutral+RK

HEEL DROP
→→+LK

BACK HANDSPRING
←←, Neutral+LK+RK

SHREDDER COMBO
→→, Neutral+LK, RK, RK

SILVER CYCLONE (UNBLOCKABLE)
↓+LK+RK

SILVER FANG (UNBLOCKABLE)
↙+LP+RP

10-STRING
↘+LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

PROTOTYPE JACK

P-Jack is the prototype version of the Jack-2 unit. Although slower than the updated model, he's still a force to be reckoned with. He's a crude version of Jack-2, but proves just as deadly.

GRAPPLING TECHNIQUES

HELL PRESS
LP+LK

PUNISHMENT DROP
RP+RK

GIGATON PUNCH
←↙↓↘+RP

SLAP DOWN
↙+RP+LK

REVERSE SLAM
(Behind) LP+LK

SPECIAL TECHNIQUES

STRAIGHT PUNCH, ELBOW, UPPERCUT
RP, LP, RP

HAMMER COMBO
LP, LP, LP

MACHINE GUN KNUCKLE
↙+LP, LP, LP, RP

HAMMER KNUCKLE
LP+RP

KNUCKLE SWINGS
Hold ↓, ↘+LP, RP, LP

MEGATON PUNCH
←↙↓↘+RP

POWER SCISSORS
→→→+LP+RP

WILD SWING
Hold ↓, ↘+LP, RP, LP, LP

HIP PRESS
↗+LK+RK

SIT DOWN
↓+LK+RK

BLADE FAN
(Sitting) LP, RP, LP, RP

EXPLODER
←↙↓↘+LP

BLAST COMBO
↓+LP, RP

MEDIUM HAMMER RUSH
Hold ↓, ↘ LP, RP, →+LP

LONG HAMMER RUSH
Hold ↓+LP, LP, LP, RP, →+LP

UPPERCUT RUSH
↘+LP, RP, LP, RP

HEAD SLIDE
→→+LK+RK

DARK CUTTER (UNBLOCKABLE)
→+RK, LP

10-STRING
↓+RP, LP, LP, LP, RP, LP, RP, LP, LP+RP, LP+RP

WANG JINREY

Wang is one of the most underrated characters in *Tekken 2*. He looks like an old man, but he's actually a deadly counterattacking opponent who can mix it up with the best fighters around. Underestimate his ability at your peril. He's a powerful character who wears his opponent down with counterattacks.

GRAPPLING TECHNIQUES

NECK THROW
LP+LK

REAPING THROW
RP+RK

WHIRLWIND THROW
↘+LP+LK+RK

WANING MOON
↘, ↘+RP+RK

BACK DROP
(Behind) LP+LK or RP+RK

SPECIAL TECHNIQUES

DEATH FIST
↓↘→+RP

CATAPULT COMBO
LP, LP, LP or ↘+LP, LP

FRONT LEG SWEEP
↓+RK

UPPERCUT
↓+RK, LP

HIGH KICK
↓+RK, Neutral+RK

FAN KICK
↓+RK, ↓+RK

SKY CANNON
(While standing)+RK

EARTHQUAKE STOMP
↗+LK+RK

DOUBLE STRIKE
→→→+LP+RP

PUNT KICK
↘+LK

HIT, REAR SNEAK, GERMAN SUPLEX
RP, ←, LP+RP

BACK LEG SWEEP
Hold ↓, ↘+RK

PENETRATING BOW LEG
Hold ↓, ↘+RK, LK

LUNGING DOUBLE FIST
↘+LP+RP

RIGHT FRONT STRIKE
→+RP

HEAVEN CANNON (UNBLOCKABLE)
←←+LP

INDIGO PUNCH (UNBLOCKABLE)
←+LP+RP

ATTACK REVERSAL
←+LP+LK

10-STRING
RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

DEVIL OR ANGEL

The final boss is the Devil himself! This winged demon has two moves that are impossible to block, and loads of other attacks that prove too much for most fighters. If you can get to grips with this complex character, you should be unbeatable.

GRAPPLING TECHNIQUES

SHOULDER THROW
RP+RK

DOUBLE KICK
LP+LK

HEAD BUTT
→→+LP+RP

ATOMIC DROP
(Behind) LP+LK or RP+RK

SPECIAL MOVES

ONE-TWO PUNCHES
LP, RP

JUMPKICK, SWEEP
↗+RK, RK

DRAGON PUNCH
→, Neutral, ↓, ↘+LP

HELL SWEEPS
→, Neutral, ↓, ↘+RK, RK

JUMPING SIDE KICK
→→→+LK

LEFT AX KICK
→→+LK

RIGHT AX KICK
→+RK

FLIP KICK
RK, LK

DOUBLE UPPERCUTS
↘+LP, RP

BACKFIST COMBO
LP, RP, RP

PUNCH COMBO
LP, LP, RP

GROUND LAZER (UNBLOCKABLE)
LP+RP

AIR LAZER (UNBLOCKABLE)
LK+RK

10-STRING
→, →+RP, LP, RP, RP, LK, RK, RK, LP, RP

Cheats

SECRET CHARACTERS

There are 10 characters to choose from at the start of *Tekken 2*. However, there are another 14 secret characters hidden in the depths of this great game. The following section gives you detailed information on how you can uncover them all.

SUB-BOSSES

If you want to make these characters controllable you must complete the game with any regular character. When you've done this, the relevant character's sub-boss appears on the selection screen. Complete the game with all 10 fighters to uncover all the sub-bosses.

KAZUYA

To make Kazuya controllable, you must first uncover at least one sub-boss. Next, complete the game using that newly uncovered character. Kazuya will now appear on the character selection screen

DEVIL/ANGEL

The final boss in *Tekken 2* is the mega powerful Devil. To add him to your roster of characters, complete the game using Kazuya. Now select the Devil's portrait using a punch button to take control of the Dark Lord. If you select him with a kick button, he turns into an angel!

ROGER AND ALEX

Controlling either Roger the Kangaroo or Alex the Lizard is great fun. Select the Arcade option and start the game with any character. When you reach the third match, win the first round and lose the second. In the third and deciding round you must win by getting a "Great." To do this let your energy fall so that only about 5% remains, and then win the fight.

If you've done this correctly, the fourth match should be against Roger or Alex. Lose this match and return to the character selection screen. Both characters will now be selectable.

Ultimate Mortal Kombat® 3

This is the best *Mortal Kombat* game to date. With three hidden characters, more standard fighters, more specials, and more two-player codes, it's really more of the same. It's not worth spending money on if you already have *MK3*, but it is a significant improvement on the older game.

Basic Brutality

Here's a quick guide to the basic fighting techniques.

DEFENCE

The ability to block an opponent's attack is the most important skill in *UMK3*. There are two basic forms of defending—blocking high and blocking low. To block a high attack press and hold the block button. You can now stop any attack your opponent launches at you—as long as it lands *above* the waist. This includes a jumping attack. To stop an attack targeted below the waist, pull down on the control stick and hold down the block button. In this position you can not be hit with low kicks or sweeps, and standing punches will fall harmlessly over your head.

ATTACK

A lot of players, especially rookie fighters, fall in the trap of overusing flashy special moves in an attempt to impress the crowds. Regular punches and kicks do just as

much damage, and in some cases more.

Another thing to consider is, what happens if your opponent blocks? Are you left stunned for a couple of seconds, or left vulnerable to a quick counterattack? Pick your moment to pounce with care; wait for an opponent to commit themselves, and then move in for the kill.

A QUICK GUIDE TO KOMBOS

By far the most effective way to attack your opponent is with a kombo attack—referred to in the *MK* series as kombos. These are "chains" of punches and kinks that are linked together, so that once the first blow lands, the opponent is unable to block the rest of the hits. For example, pressing HP, HP, LP creates a three-punch kombo. Once the first high punch lands, it's impossible to block the second high punch and the final low punch.

Most fighting games don't have set kombo attacks, they simply allow you to chain separate moves together. *MK3*, on the other hand, has a slightly more linear approach. All the punching and kicking kombo's for each character are preprogrammed, if your fighter can't chain an HP, HP, LP together, that's the end of it—no amount of timing on your part can change this.

NOTE ON FATALITIES, BABALITIES, ANIMALITIES, AND FRIENDSHIP

These special codes have to be entered after winning a fight, each having an effect on your defeated opponent.

FATALITIES

Enter this code when you get the message 'Finish Him/Her'. If you're quick enough, you kill your stricken foe.

BABALITIES

Win without blocking in the winning round and you can enter a babality code instead of a fatality. This turns your opponent into a baby.

FRIENDSHIPS

Again, win without blocking in the winning round. You can now enter a friendship code at the 'Finish Him/Her' message.

MERCY

Instead of a fatality code, hold RUN and tap ↓↓↓↓, then release RUN. You must be out of sweep range. For this to work, both fighters must have won a round. Your opponent regains a small amount of energy and the fight continues.

ANIMALITIES
Grant a Mercy, and after winning for the second time, enter the Animality code for your character at the 'Finish Him/Her' prompt. You turn into an animal before killing your foe.

STAGE FATALITIES
These can replace a normal fatality on certain stages: the Pit 3, the Subway, Shao Kahn's Tower, and Hell.

CYRAX

Cyrax is an automated ninja sent by Sub-Zero's former clan to kill their errant son. Because he has no soul, he cannot be detected by Shao Kahn.

SPECIAL MOVES

THROW NET
←←LK

THROW BOMBS
CLOSE
Hold LK then ←←HK
FAR
Hold LK then →→HK

AIR JUMP
←↙↓↘→Block

TELEPORT
→↓Block. Can be done in the air.

FATALITY 1
↓↓↑↓HP

FATALITY 2
↓↓→↑Run

ANIMALITY
↑↑↓↓. Stand close.

BABALITY
→→←HP

FRIENDSHIP
Run, Run, Run, ↑

STAGE FATALITY
Run, Block, Run

KOMBOS

HP, HP, LP 18%
LK, HK, ←+HK 19%
←←LK, ↓+HP 21%
HP, HP, HK, HP, HK, ←+HK 30%
LP, LK 38%
Hold LK, →→HK, ←←HK, Release LK, ↓+HP 43%

JADE

Controlling Jade takes expert timing and coordination, but her incredible speed rewards a persistent kombatant.

SPECIAL MOVES

BOOMERANG HIGH
←→HP

BOOMERANG MID
←→LP

BOOMERANG LOW
←→LK

TO MAKE IT COME BACK
←←→LP

JADE KICK
↓→LK

FLASH
←→HK

STAFF TOSS
←→LK

FATALITY 1
↑↑↓RHP (sweep distance)

FATALITY 2
Run, Run, Run, Block, Run (close)

ANIMALITY
None

BABALITY
↓↓→↓HK

FRIENDSHIP
←↓←←HK

STAGE FATALITY
None

KOMBOS

HP, HP, ↓+LP, ↓+HP 22%
HK, HK, LK, ←+HK 23%
↗+HK, ↓↘→LK 21%
↗+HK, LK 21%
HP, HP, ↓+LP, ↓+LK, ↓+HK, ←+LK, ←+HK 25%

JAX

This burly, bionic soldier isn't the swiftest of fighters, but he's certainly the strongest. A powerful and dynamic character.

SPECIAL MOVES

SINGLE MISSILE
←→HP

DOUBLE MISSILE
→→←←HP

SPEED PUNCH
→→HK

GRAB & PUNCH
→→LP (tap LP for up to five punches.)

QUADRUPLE SLAM
Hold LP when close to opponent and tap HP

BACK BREAKER
Block (In midair.)

GROUND PUNCH
Hold Low Kick (three seconds) and release.

FATALITY 1
Hold Block then ↑↑↓→↑ and release.

FATALITY 2
Run, Block, Run, Run, LK from the other side of the screen.

ANIMALITY
Hold LP then →→↓→ and release. Stand close.

BABALITY
↓↓↓LK

FRIENDSHIP
LK, Run, Run, LK

STAGE FATALITY
↓→↓LP

KOMBOS

HK, HK, ↓+HP, Block, Block, LP, HK 39%
HK, HK, ↓+HP, Block, Block, LP, ←+HP 32%
HP, HP, Block, LP, ←+HP 24%
↗+HK, →→LP 37%
HK, HK, ←+HK 19%
HP, HP, Block 18%
Hold LK, ↗+HK, release LK 15%

KABAL

Black Dragon member Kabal was tortured to the brink of death by Shao Kahn's extermination squads, and now he's out for revenge. He's also one of the best characters in the game.

SPECIAL MOVES

FIREBALL
←←HP. Can be done in air.

GEAR SLICE
←←←Run

TORNADO SPIN
←→Run

FATALITY 1
↓↓←→Block. Stand in sweeping distance.

FATALTY 2
Run, Block, Block, Block, HK. Stand close.

ANIMALITY
Hold HP then →→↓→ and release. Stand close.

BABALITY
Run, Run, LK

FRIENDSHIP
Run, LK, Run, Run, ↑

STAGE FATALITY
Block, Block, HK

KOMBOS

HP, HP, ↓+LP, ↓+HP 17%
LK, LK, ←+HK, LK, LK, HP, HP, ↓+LP, ↓+HP 17%
←→LK, LK, LK, HP, HP,
↓+HP, ↗+HK, ←←HP 27%
HP, HP, ↓+HP 13%
↗+HK, ←←HP 29%

KANO

Kano's main problem is that he lacks kombos. He's quite powerful, but when your foe wises up to your tactics, it's goodbye, bad guy.

SPECIAL MOVES

KNIFE THROW
↓↙←HP

KNIFE UPPERCUT
↓↘→HP

FLYING ROLL
Hold LK for 3 seconds and release.

VERTICAL ROLL
→↓→HK

STRANGLE GRAB
←↙↓↘→LP

AIR THROW
Block in midair.

FATALITY 1
Hold LP then →↓↓→ and release.

FATALITY 2
LP, Block, Block, HK. Stand just outside sweeping distance.

ANIMALITY
Hold HP then Block, Block, Block and release. Stand close.

BABALITY
→→↓↓LK

FRIENDSHIP
LK, Run, Run, HK

STAGE FATALITY
↑↑←LK

KOMBOS

HK, HK, LK, ←+HK 23%
HP, HP, HK, HK, ←+HK 26%
Hold LK, HP, HP, ↓+LP, ↓+HP, ↗+HK, release LK 37%
HP, HP, ↓+LP, ↓+HP, ↗+HK, Block 37%
HP, HP, LP 18%
HP, HP, LP, →↓→HK 25%

KITANA

When cunning assassin Kitana discovers that Mileena isn't her twin, but a clone created by Shang Tsung, she tries to overthrow those who usurped her family's throne.

SPECIAL MOVES

FAN THROW
→→(HP+LP)

FAN LIFT
←←HP

DOUBLE FAN THROW
←→→(HP+LP)

FAN SLICE
←+HP

FAN UPPERCUT
↓+HP

TELEPORT
↓←HP

LEG THROW
↓+Block+LP

FATALITY 1
←↓→→HK (close)

FATALITY 2
Run, Run, Block, Block, LK (close)

BABALITY
→→↓→HK

ANIMALITY
↓↓↓Run (close)

FRIENDSHIP
↓←→→LP

STAGE FATALITY
→↓↓LK

KOMBOS

HP, HP, ←+LP 21%
↗+HP, →→HP+LP 22%
HK, HK, LK, ←+HK 23%
←←HP, ↗+HP, →→HP+LP, HK 18%
HP, HP, ←+LP, ←+HP 25%
↗+HP, HP, HP, HP, ←+LP, ←+HP 35%

KUNG LAO

Kung Lao has a fairly good range of moves, but we don't like his taste in headgear. Definitely a character for those with no dress sense.

SPECIAL MOVES

HAT THROW
←→LP

DIAGONAL KICK
↓+HK

TELEPORT
↓↑

WHIRL SPIN
→↓→Run

FATALITY 1
→→←↓HP. Stand close.

FATALITY 2
Run, Block, Run, Block, ↓

ANIMALITY
Run, Run, Run, Run, Block. Stand close.

BABALITY
↓→→LK

FRIENDSHIP
Run, LP, Run, LK

STAGE FATALITY
↓↓→→LK

KOMBOS

LK, LK, ←+HK 19%
↗+HK, HP, ←→LK 24%
→↓→Run, HP, ←→LP 22%
↓U, HP, LP, HP, LP, LK, LK, ←+HK 40%
HP, LP, HP, LP 22%
→↓→Run, HP, ↗+HK 28%

LIU KANG

Another Shaolin superstar, this character was once the strongest of the Mortal Kombatants. Now, though, he's only a mid-level fighter.

SPECIAL MOVES

HIGH FIREBALL
→→HP. Can be done in the air.

LOW FIREBALL
→→LP

FLYING KICK
→→HK

BICYCLE KICK
Hold LK for 3 seconds, then release.

FATALITY 1
→→↓↓-LK

FATALITY 2
↑↓↑↑+Run+Block

ANIMALITY
↓↓↑. Stand in sweeping distance.

BABALITY
↓↓↓HK

FRIENDSHIP
↓↓↓Run

STAGE FATALITY
Run, Block, Block, LK

KOMBOS

LK, LK, HK, LK 25%
HP, LK, LK, HK, LK 28%
HP, HP, Block, LK, LK, HK, LK 36%
HP, HP, Block 13%
↗+HK, →→HK 22%
↗+HK, →→LP 22%
Hold LK, ↗+HK, release LK 21%

NIGHTWOLF

This Native American chief isn't for beginners, but the experienced player should find his wide range of kombos immediately to their liking.

SPECIAL MOVES

ARROW
→↘↓↙←LP

HATCHET UPPERCUT
↓↘→HP

GREEN SHIELD
←←←HK

SHADOW ATTACK
→→LK

FATALITY 1
Hold Block then ↑↑←→ and release, Block. Stand close.

FATALITY 2
←←↓HP Stand just outside sweeping distance.

ANIMALITY
→→↓↓. Stand close.

BABALITY
→←→←LP

FRIENDSHIP
Run, Run, Run, ↓

STAGE FATALITY
Run, Run, Block

KOMBOS

HP, HP, LP, ↓↘→HP, HK 26%
LK, HP, HP, LP, ↓↘→HP, ↓↘→HP, →→LK 41%
↓↘→HP, →→LK 18%
↓↘→HP, HK 18%
LK, HP, HP, LP, HK 27%
↗HK, ↓↙←LP 20%
↗HK, →→LK 22%

REPTILE

This lecherous lizard is great with his tongue; he gives the phrase "kiss of death" a whole new meaning. Originally a hidden character, you can choose him on the regular character select screen in *UMK3*.

SPECIAL MOVES

FORCEBALL
←←(HP+LP)

FAST FORCEBALL
→→(HP+LP)

ACID SPIT
→→HP

DASH
←→LK

INVISIBILITY
Hold Block, ↑↓HK

SLIDE
←+LP+LK+Block

FATALITY 1
←→↓Block (jump distance)

FATALITY 2
None

ANIMALITY
↓↓↓↑HK (close)

FRIENDSHIP
None

BABALITY
→→←↓LK

STAGE FATALITY
Block, Run, Block, Block

KOMBOS

HK, HK, ←+HK 21%
HP, HP, ↓+LP, →→HP+LP, ↓+HP 34%
↗+HP, HP, HP, ↓+LP, ↗+HK 35%
HP, HP, ↓+LP 18%
↗+HK, LK 21%
↗+HK, ↙+LP+Block+LK 19%

SCORPION

Another ninja, this yellow-masked fighter has been around since the original *Mortal Kombat*. Unlike his new ally, the young Sub-Zero, though, he's changed very little.

SPECIAL MOVES

SPEAR THROW
←←LP

TELEPORT PUNCH
↓↙←HP

CROSSOVER KICK
→↓←LK

AIR THROW
Tap Block in the air next to opponent

FATALITY 1
↓↓↑HK (jump distance)

FATALITY 2
→→↓↑Run (close)

ANIMALITY
→↑↑HK

BABALITY
↓←←→HP

FRIENDSHIP
None

STAGE FATALITY
→→↑↑LP

KOMBOS

←←LP, HP, HP, HK, ←+HK 28%
HP, HP, HK, ←+HK 24%
HP, HP 13%
↓↙←+HP, ←←LP, HP, HP, HK, ←+HK 22%
HK, HK, LK, LK 23%
↗+HK, ←←LP, ↓+HP 28%

SEKTOR

This cybernetic ninja has, like Cyrax, only one reason for entering the tournament: to eliminate Sub-Zero. The player has only one reason for choosing him too: for a challenge. He's not too hot.

SPECIAL MOVES

MISSILE
→→LP

HEAT SEEKER
→↘↓↙←HP

TELEPORT PUNCH
→→LK. Can be done in the air.

FATALITY 1
LP, Run, Run, Block. Stand just outside sweeping distance.

FATALITY 2
→→→←Block. Stand in jumping range.

ANIMALITY
→→↓↑. Stand close.

BABALITY
←↓↓↓HK

FRIENDSHIP
Run, Run, Run, Run, ↓

STAGE FATALITY
Run, Run, Run, ↓

KOMBOS

↓↙←HP, →→LK, →→LP 33%
↓↙←HP, HP, HP, ↓+LP, →→LP 36%
↓↙←HP, HP, HP, HK, HK, ←+HK 38%
HP, HP, ↓+LP 18%

SHANG TSUNG

This slippery customer can morph into virtually any other character, giving him an awesome range of kombos and specials. Sadly, morphing in the heat of battle isn't easy.

SPECIAL MOVES

FIREBALLS
One; ←←HP
Two; ←←→HP
Three; ←←→→HP

FIRE ERUPTION
→←←LK

MORPHS

KITANA
→↓→Run

REPTILE
Run, Block, Block, HK

SONYA
↓+Run+LP+Block

JAX
→→↓LP

NIGHTWOLF
↑↑↑

JADE
↓↓→LP

JADE
→→↓↓+Block

SCORPION
→→↓↓+Block

SCORPION
↓↓→LP

KANO
←→Block

MILEENA
Run, Block, HK

ERMAC
↓↓↑

CLASSIC SUB-ZERO
Block, Block, Run, Run

SUB-ZERO
→↓→HP

SEKTOR
↓→←Run

SINDEL
↓←↓LK

STRYKER
→→→HK

CYRAX
Block, Block, Block

KUNG LAO
Run, Run, Block, Run

KABAL
LP, Block, HK

SHEEVA
Hold LK then →↓→ and release

LIU KANG
Circle Joystick

FATALITY 1
Hold LP then ↓→→↓ and release. Stand close.

FATALITY 2
Hold LP then Run, Block, Run, Block and release. Stand close.

ANIMALITY
Hold HP then Run, Run, Run and release. Stand away.

BABALITY
Run, Run, Run, LK

FRIENDSHIP
LP, Run, Run, ↓. Stand away.

STAGE FATALITY
↑↑←LP

KOMBOS

HK, HK, ←+HK 19%
HP, HP, LP 18%
LK, HP, HP, LP, ←+HK 27%
→←←LK, ↓+HP 36%
→←←LK, →→←←HP 47%
→←←LK, →→↓LP, ↗+HK, Block 30%

SHEEVA

This four-armed freak is from the same race as Goro, the penultimate boss in the original tournament. She's a strong and powerful character too.

SPECIAL MOVES

FIREBALL
↓↘→HP

GROUND STOMP
←↓←HK

TELEPORT STOMP
↓↑

FATALITY 1
→↓↓→LP. Stand close.

FATALITY 2
Hold HK then ←→→ and release. Stand close.

ANIMALITY
Run, Block, Block, Block, Block. Stand close.)

BABALITY
↓↓↓←HK

FRIENDSHIP
→→↓→HP

STAGE FATALITY
↓→↓→LP

KOMBOS

HK, HK, LK, ←+HK 27%
HP, HP, LP, →+HP, HP, ↓↘→+HP 36%
↗+HK, ↓↘→+HP 23%
↗+HK, ←↓←+HK 15%

SINDEL

Sindel, mother of Kitana, is one of the most versatile characters in the game. Her special moves cover every eventuality.

SPECIAL MOVES

FLOAT
←←→HK

FIREBALL
→→LP

AIR FIREBALL
←↙↓↘→LK

SCREAM
→→→HP

FATALITY 1
Run, Block, Block, Run+Block. Stand close.

FATALITY 2
Run, Run, Block, Run, Block.

ANIMALITY
→→↑HP. Stand close.

BABALITY
Run, Run, Run, ↑

FRIENDSHIP
Run, Run, Run, Run, Run, ↑

STAGE FATALITY
↓↓↓↓LP

KOMBOS

HK, HK, ←+HK 19%
→→→HP, ↓+HP 24%
LK, HP, HP, ↓+HP, ↗+HK, ↓↘→LP 40%
↗+HK, →→LP 21%
↗+HK, →→→HP, ↓+HP 30%

SMOKE

Although strong and powerful, Smoke's special moves leave him extremely vulnerable to counter attacks. He's a below-average character that should be left to experienced warriors.

SPECIAL MOVES

HARPOON
←←LP

TELEPORT PUNCH
→→LK. Can be done in air.

INVISIBILITY
↑↑Run

AIR THROW
Block in midair.

FATALITY 1
↑↑→↓. Stand on the other side of the screen.

FATALITY 2
Hold Run+Block then ↓↓→↑. Stand in sweeping range.

ANIMALITY
↓→→Block. Jumping distance.

BABALITY
↓↓←←HK

FRIENDSHIP
Run, Run, Run, HK

STAGE FATALITY
→→↓LK

KOMBOS

HP, HP, LP 18%
HP, HP, HK 18%
HP, HP, LK, HK, LP 26%
→→LK, ←←LP, ↓+HP 36%
→→LK, ↗+HK, Block 25%

SONYA BLADE

Another survivor from the first *Mortal Kombat* game, Sonya's a fast and tricky foe. Play to her strengths and use her speedy throws.

SPECIAL MOVES

ENERGY RINGS
↓↘→LP

FLYING PUNCH
→←HP

LEG GRAB
↓+LP+←

BICYCLE KICK
←←↓HK

FATALITY 1
←→↓↓Run (Stand outside jumping distance.)

FATALITY 2
Hold Block+Run, then ↑↑←↓ and release.

ANIMALITY
Hold LP then ←→↓→ and release.

BABALITY
↓↓→LK

FRIENDSHIP
←→←↓Run

STAGE FATALITY
→→↓HP

KOMBOS

HP, HP, LP, ←+HP 22%
↗+HK, ↙+LP, Block 26%
HK, HK, HP, HP, LP, ←+HP 31%
↗+HK, ←←↓HK 22%
HK, HK 15%

STRYKER

He's not the strongest of characters, but this crazy cop is more than a handful for the inexperienced.

SPECIAL MOVES

HIGH GRENADE
↓↙←HP

LOW GRENADE
↓↙←LP

FIRE GUN
←→HP

BATON THROW
→→HK

BATON TRIP
→←LP

FATALITY 1
↓→↓→Block. Stand close.

FATALITY 2
→→→LK. Stand well away.

ANIMALITY
Run, Run, Run, Block. Stand back from your opponent.

BABALITY
↓→→←HP

FRIENDSHIP
LP, Run, Run, LP

STAGE FATALITY
→↑↑HK

KOMBOS

LK, HP, HP, LP, ←→HP 29%
LK, HP, HP, LP, Run, ←HK 31%
LK, HP, HP, LP, ↗HK 31%
↗HK, ←→HP 21%
LK, LK, ←HK 19%

SUB-ZERO

So that's what he looks like! Since *MK2*, Sub-Zero has left the Lin Kuei clan and removed his mask. He's still a tough cookie, though.

SPECIAL MOVES

ICE
↓↘→LP

ICE SHOWER ON OPPONENT
↓↘→HP

IN FRONT
↓→←HP

BEHIND
↓←→HP

ICE CLONE
↓↙←LP Can be done in the air.

SLIDE
←+LP+Block+LK

FATALITY 1
Block, Block, Run, Block, Run. Stand close.

FATALITY 2
←←↓←Run. Stand just outside sweeping distance.

ANIMALITY
→↑↑. Stand close.

BABALITY
↓←←HK

FRIENDSHIP
LK, Run, Run, ↑

STAGE FATALITY
←↓→→HK

KOMBOS

Down, →←HP, ↗+HK, ←+LP+Block+LK 23%
HK, HK, ←+HK 19%
HP, HP, LP 18%
↗+HK, ↓↘→LP, ←+HK, ←+LP+Block+LK 28%

HIDDEN CHARACTERS

CLASSIC SUB-ZERO

To find Classic Sub-Zero, enter the code 8 1 8 3 5 8 1 8 3 5 as instructed in the cheats section at the end of the chapter.

SPECIAL MOVES

ICE BLAST
↓↘→LP

GROUND ICE
↓↙←LK

SLIDE
←+LP+Block+LK

FATALITY 1
↓↓↓→HP

FATALITY 2
None

ANIMALITY
None

BABALITY
None

FRIENDSHIP
None

STAGE FATALITY
→↓→→HP

ERMAC

To find Ermac, enter the code 1 2 3 4 4 4 4 3 2 1 as described at the end of this chapter.

SPECIAL MOVES

TELEPORT
↓↙←HP

TELEKINETIC SLAM
←↓←HK

FATALITY 1
Run, Block, Run, Run, HK

FATALITY 2
↓↑↓↓↓Block

ANIMALITY
None

BABALITY
None

FRIENDSHIP
None

STAGE FATALITY
Run, Run, Run, Run, LK

MILEENA

Bring Mileena into the tourney by entering 2 2 2 6 4 2 2 2 6 4 as described in the Mortal Kodes section at the end of the chapter.

SPECIAL MOVES

SAI SHOT
Hold HP(3 seconds) release

TELEPORT KICK
→→LK

ROLLING ATTACK
←←↓HK

FATALITY 1
↓→↓→LP (close)

FATALITY 2
←←←→LK (full screen)

ANIMALITY
→↓↓→HK

BABALITY
↓↓→→HP

FRIENDSHIP
↓↓←→HP

STAGE FATALITY
↓↓↓LP

Virtua Fighter™

Once again, *Virtua Fighter* has now been eclipsed by its sequel, but it sold by the truckload and was packaged with many Saturns. If you have the game, check out these tips. If you haven't, get a copy of *VF2*—now!

Basic Brutality

Some moves are common to all players. These include...

WHEN STANDING

Punch: Step forward and punch.
Kick: A kick to the head.
Block: Blocks standing or jumping attacks.

WHEN CROUCHING

Punch: Low Blow.
Kick: Low, weak kick to the knee.
Block: Defends against crouching attacks and ducks under most standing attacks. Not much use against airborne fighters.
Against a floored foe:
Press ↑+Punch for a ground strike. All characters have one, but their specific move differs.

If you need to replace ↑ with ↗ or ↖ to reach your foe, do so—the move still works.

SIMPLE STRATEGIES

JABBING

Tap the Punch button repeatedly for fast jabs. You can hit up to three times before your character pauses, then attacks again. This is beautifully simple and works very well, but don't become predictable or you'll leave yourself vulnerable to jumping kicks.

SHORT JUMP ATTACKS

Tap jump instead of holding it. These weak attacks work well against crouching foes. They're also useful for leaping over low attacks.

LONG JUMPING ATTACKS

This is the one to use against characters that rely too heavily on jabs. Jump and unleash your blow as soon as you leave the ground. If your foe is a long way away, though, try a drop kick. To execute this move, press Kick just before you reach the peak of your jump.

RINGOUTS

A great cheesy win. Take note of which moves send your foe flying backward, and perform these when he or she is near the edge of the ring. Don't press so hard for a ringout that you get hammered by your opponent's attacks, though. This isn't the only way to win.

GETTING OFF THE GROUND

If your opponent is nearby, tap Kick as you rise. You immediately execute a roundhouse (Kick), a sweep (↓+Kick), or a two-footed kick (↓+Kick) depending on your distance from your opponent. Experiment with these variations.

GROUNDED FOES

Use your ground strike. There are two basic types—tap ↑ and Punch for a fast stomp, or tap ↑ and HOLD Punch for a slower, heavier one. Akira only has the light stomp though—never hold Punch when using his stomp.

FLIP KICKS

Not every character has a flip kick, but those that do should use them sparsely. They're best saved for attacking an opponent that's coming toward you.

FEINTS

There are several ways of feinting in *Virtua Fighter*. The easiest is to throw a kick and press guard before it lands. Your opponent should see it coming and block or crouch. Either way they leave themselves open to an attack. Another way of feinting is to stop before finishing a combo you've performed several times before. Your foe thinks he knows what's coming, but you know different.

AKIRA

A tricky but rewarding character, Akira is a counterattacking fighter. Cautious, defensive players will immediately find him to their liking, though he doesn't suit people who like to press forward.

MOVES

DOUBLE KICK
→→Kick, Kick

PUNCH ON FALLEN FOE
←→+Punch

STANDING ELBOW STRIKE
→+Punch

FORWARD ELBOW STRIKE
→→+Punch

DASHING PALM
↓↘→+Punch

SIDE KICK
←→+Kick

DOUBLE PUNCH
Punch, Punch

THROWS

TRIP
←+Punch (close)

COMBOS

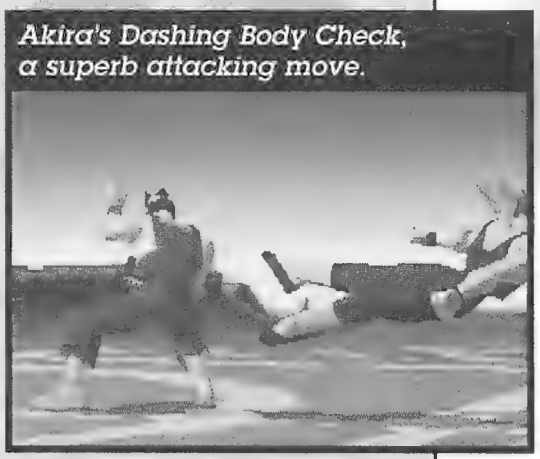
PUNCH, ROUNDHOUSE
Punch, Kick

PUNCH COMBO
Hold →+Punch, Punch

PUNCHES/KICK
→→+Punch+Kick, Punch, Kick

MEGA MOVE

DASHING BODY CHECK
←→, →+Punch+Kick



Akira's Dashing Body Check, a superb attacking move.

JACKY

Jacky's main strength is his amazing speed. He is indeed "faster than lightning." His simple but effective techniques make our Indy Car driver a great character for beginners, but more advanced *Virtua Fighter* gamers also find him to their liking.

MOVES

ELBOW
→+Punch

BACKFIST
←+Punch

KNEE STRIKE
→+Kick

CRESCENT KICK
Block+Kick

Jacky's Bulldog starts from behind an opponent.

RISING KICK
→→+Kick

STANDING SNAP KICK
Tap ↓+Kick

CROUCHING SIDE KICK
↓Block+Kick

BACK FLIP
Tap ↖

BACK FLIP KICK
Tap ↖+Kick

BACKFIST AND SWEEP
←+Punch, ↓+Kick (quickly)

THROWS

BRAINBUSTER
Block+Punch (close)

JUMPING CLOTHESLINE
→→+Punch

BULLDOG
Block+Punch from behind opponent

COMBOS

DOUBLE KICK
Kick, Kick

DOUBLE PUNCH
Punch, Punch

DOUBLE PUNCH, UPPERCUT
Punch, Punch, Punch

PUNCH/KICK
Punch, Kick. Kick thrown depends on distance.

ELBOW/DOUBLE KICK
→+Punch, Kick, Kick

MEGA MOVE

PUNCH/KICK/ GROUND SMASH COMBO
Punch, Punch, Punch, Kick, ↑+Punch

JEFFRY

This wrestling fisherman is in the tourney for one thing only—money. He needs a new fishing boat to fight the Devil Shark that plagues his fishing waters. Jeffry isn't the best warrior in the game. He's strong, but lacks speed. His devastating throws take apart anyone foolish enough to get within his grappling range, but kick-and-run tactics beat him almost every time.

MOVES

LUNGING HAMMER FISTS
→←+Punch

LOW PUNCH/UPPERCUT
→→+Punch, Punch (quickly)

UPPERCUT
↘+Punch

KNEE
→Kick (release → before kicking)

TOE POKE/HAMMER
Tap ↓, Kick, Punch

THROWS

FIREMAN'S CARRY SUPLEX
Block+Punch (close)

POWER SAM
→+Punch (close)

PILEDRIVER
↘, ↘+Punch+Kick

FACE LIFT
↓+Punch against crouching opponent

POWER BOMB
↘, ↘+all buttons against crouching foe

BACKBREAKER
Block+Punch from behind opponent

COMBOS

DOUBLE PUNCH
Punch, Punch

DOUBLE PUNCH/UPPERCUT
Punch, Punch, Punch

PUNCH, ROUNDHOUSE
Punch, Kick

MEGA MOVE

KICK, THROW AND BOMB
↓+Kick, ↓↘→+all buttons, ↑+Punch

KAGE

Japanese ninja Kage-Maru doesn't excel in any single area, but is an incredible all-around fighter. He's an ideal choice for rookies—beginners can concentrate on their all-around game without having to compensate for a particular weakness such as Akira's inability to take the initiative or Jeffrey's lack of speed.

MOVES

LEG SWEEP
→→+Kick

BOUNDING KICK
→→+all buttons

ROLL AND SWEEP
←↙↓↘→+Kick

ROLL BACKWARDS AND SWEEP
→↘↓↙←+Kick

REVERSE ROUNDHOUSE
↓+Block+Kick

RISING KNEE
↓↘→+Kick

BACK FLIP
Tap ↖

FORWARD FLIP KICK
Tap ↖+Kick

BACK SOMERSAULT KICK
←←+Kick

THROWS

HIP TOSS
Punch+Block (close)

AIR TOSS
←+Punch (close)

FOOT GRAB
all buttons (about a step away)

REAPING THROW
←→+Punch (close)

BELLY-TO-BACK SUPLEX
Punch+Block from behind

COMBOS

ROUNDHOUSE/SWEEP
Kick, →→+Kick

RUNNING PUNCHES
Punch, Punch, Punch

DOUBLE PUNCH/FLIP KICK
Punch, Punch, tap ↖+Kick

MEGA MOVE

TRIPLE PUNCH AND MID-KICK
Punch, Punch, Punch, Kick

LAU

The fighting cook, Lau Chan, is Pai's father. He has a similar fighting style to his daughter, though he's far more limited and predictable. He's stronger than his Pai, but he lacks her counterattacking abilities.

MOVES

ELBOW
→+Punch

CRESCENT KICK
Block+Kick

REVERSE PUNCH
↘+Punch

SPINNING SWEEP
↓+Block+Kick

REVERSE ROUNDHOUSE
Tap ↓, Kick

BACK FLIP
Tap ↖

KICKING BACK FLIP
Tap ↖+Kick

THROWS

FIREMAN'S CARRY TAKEOVER
Block+Punch (good for ringouts)

VERTICAL THROW
←+Punch (a step away)

HEAD SLAM
←→+Punch (close)

COMBOS

PUNCH, HEEL KICK
Punch, Kick

DOUBLE PUNCH
Punch, Punch

ROLLING PUNCHES
Punch, Punch, Punch

DOUBLE PUNCH KICK
Punch, Punch, Kick

FORWARD PUNCHES AND KICK
→→ (hold)+Punch, Punch, Punch, Kick

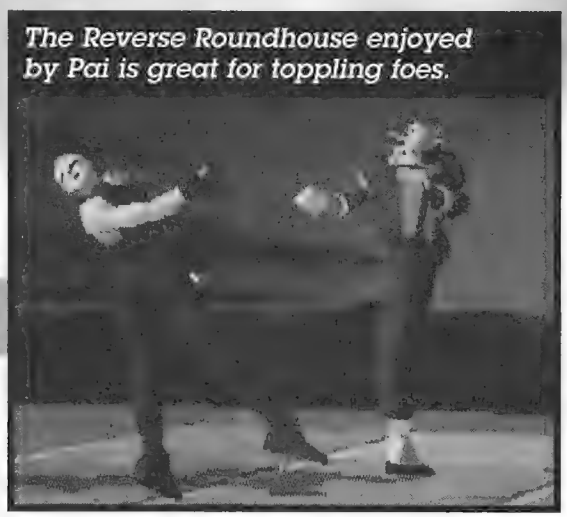
REVERSE PUNCH, PUNCH, KICK
↘+Punch, Punch, Kick

MEGA MOVE

HOP KICK PUNCH FURY
Tap ↗, Kick, Punch, Punch, Punch, Kick, Hold ↑+Punch

PAI

Lau's daughter is the fastest character in the game. Her attacks are quick and effective, but she lacks power. This character is tailor-made for action-oriented, hit-and-run players. Those who prefer a toe-to-toe slugging match, however, should avoid Pai.



The Reverse Roundhouse enjoyed by Pai is great for toppling foes.

MOVES

REVERSE ROUNDHOUSE
Block+Kick

SWEEP
↓+Block+Kick

TURNING REVERSE ROUNDHOUSE
Tap ↓, Kick

BACK FLIP
Tap ↖

BACK FLIP KICK
Tap ↖, Kick

THROWS

WRIST TWIST
Block+Punch (close)

PUSHOVER TRIP
←→+Punch (close)

DDT
→↘↓+Punch

PUSH AND STRIKE
→→+Punch+Kick

COUNTER THROW
←+Punch (against a high punch or kick)

COMBOS

PUNCH/KICK
Punch, Kick

DOUBLE PUNCH
Punch, Punch

ROLLING PUNCHES
Punch, Punch, Punch

DOUBLE PUNCH/KICK
Punch, Punch, Kick

PUNCH/SWEEP
Punch, Punch, Punch, ↓+Kick

TRIPLE PUNCH/ROUNDHOUSE
Hold →, Punch, Punch, Punch, Kick, Release →

MEGA MOVE

PUNCH, KICK AND POUNCE
Punch, Punch, Punch, Kick, ↑+Punch

SARAH

Another lightning-fast character. Jacky's sister isn't quite as fast as Pai, but packs a harder punch. Her multitude of kicks and super fast punches make her one of the better combo characters. A solid but unspectacular character.

MOVES

ELBOW
→+Punch

KNEE
→+Kick

LUNGING KNEE
→→+Kick (great for ringouts)

STRAIGHT KICK
↘+Kick

TRIPLE KICK
Hold ↘+Kick, Kick, Kick

CROUCHING SIDE KICK
↓+Block+Kick

BACK FLIP
Tap ↖

BACK FLIP KICK
Tap ↖+Kick

THROWS

SUPLEX
Block+Punch (close)

FORWARD CLOTHESLINE
→→+Punch (reasonable range)

Sarah's Forward Clothesline has a better range than most throws.

TORSO TAKEDOWN
Block+Punch from behind

COMBOS

RUNNING PUNCHES
Punch, Punch, Punch

PUNCH/ROUNDHOUSE
Punch, Kick

PUNCH, SIDE KICK
Punch, ↓+Kick

DOUBLE PUNCH, KICK
Punch, Punch, Kick

DOUBLE PUNCH, LOW ROUNDHOUSE
Punch, Punch, ↓+Kick

TRIPLE PUNCH AND KNEE
Punch, Punch, Punch, Kick

PUNCHES, HOP KICK
Punch, Punch, Punch, ↑+Kick

MEGA MOVE

TRIPLE KICK AND POUNCE
Hold ↘, Kick, Kick, Kick, ↑+Punch

WOLF

Another pro-wrestler, Wolf is very similar to Jeffry but the Canadian has more throws and fewer punch/kick attacks. He's a little faster too. Wolf is a wrestler who depends almost entirely on grappling and throwing attacks. Controlling him presents a special challenge.

MOVES

RUNNING CLOTHESLINE
→→+Punch

SHOULDER CHARGE
←→+Punch

KNEE
→+Kick

UPPERCUT
↘+Punch

THROWS

VERTICAL SUPLEX
Block+Punch

POWER SLAM
→+Punch

PILEDRIVER
↘, ↘+Punch+Kick

Wolf's Piledriver is as spectacular as it is effective.

SPIN THROW
←↓→+Punch

DOUBLE-ARMED SUPLEX
↙+all buttons against a crouching foe

GERMAN SUPLEX
Block+Punch behind opponent

COMBOS

PUNCH, ROUNDHOUSE
Punch, Kick

RUNNING PUNCHES
Punch, Punch, Punch

MEGA MOVE

SHOULDER CHARGE AND POUNCE
←→+Punch, ↑+Punch

Cheats

PLAY AS DURAL

To select our robotic friend as a playable character, go to the character select screen and press Down, Up, Right, then A and Left together (D, U, R, A+L—get it?). When the game starts, you play as Dural regardless of which character you "selected." Here are a few of Dural's moves:

AKIRA'S KICK
→→+Kick

JEFFRY'S BODY PRESS
←+Punch

KAGE'S ROLLING KICK
→→+all buttons

KAGE'S KNEE POUNCE
↑+Punch

PAI'S DDT
→↘↓+Punch

WOLF'S CLOTHESLINE
→→+Punch

WOLF'S SUPLEX
Block+Punch

Experiment with other characters' specials and combos—it's this versatility that makes Dural such a dynamic fighter.

VIEW CREDITS

Press and hold the A button during the demo.

Use our tip to find the credits.

Virtua Fighter™ 2

The first *Virtua Fighter* game took the arcades by storm and astonished home console players. *Virtua Fighter 2* achieves the seemingly impossible and actually improves on the first game! The graphics are better, using computer-generated texture mapping instead of bare polygons, there are more moves, the animation is more fluid, and the gameplay is much more challenging. In fact, it has all the qualities that made its predecessor a smash, plus a whole lot more. Some of the moves offered in this chapter are already familiar to our Saturn-owning buddies, but they also hold true for the arcade version.

Basic Brutality

Before we look at the characters, let's get to grips with the basic moves.

BLOCKING

In *VF2* you can block both high and low. However, your basic stance should be a crouching position with the block button firmly held down. Using this stance makes it virtually impossible for your opponent to land a hit—high attacks fly over your head, and low blows are blocked.

EVADING ATTACKS

As we've already seen, blocking is a crucial factor. Avoid your opponents attacks and you're in the perfect position to launch a fast counterattack. Some characters have special moves that do this automatically. Akira's Shinpo

Riko move allows him to dodge past his opponent, and then attack him/her from behind, for example. However, if your favorite character doesn't have an automatic counterattack, you can create one manually. The best way to do this is to stay low and wait for your opponent to attack. As we stated earlier, any low blows are covered by the block. If your opponent launches a high attack, you can launch a counterattack as soon as they miss. Throws are particularly effective counterattacks.

COMBO ATTACKS

While 10-hit super combo's aren't a part of *Virtua Fighter 2*, attacks can be chained together for multiple hits. Each character has a punch, kick combo—some have more—that lands two consecutive hits, but in the latter stages of the game two hits are simply not enough—every chance you get must be exploited to the maximum. The best and most effective combos are multi-level attacks. A high punch, high punch, low- or mid-level kick combo is deadly. There is a chance your opponent will block the two punches, but the low kick will catch the unlucky fighter off guard.

You can string together high punches and then go straight into a throw. If your opponent blocks the punches, he won't be able to get onto his attack buttons quickly enough to stop a throw .

JUMPING ATTACKS

Jumping attacks may not seem very effective to rookie fighters, but they are useful moves in *VF2*, particularly the small jumping attacks. Each character has approximately four small jumping attacks and five giant leaping attacks. The best giant leaping attack is the straight kick. To perform this move, wait for your opponent to move toward you. Then jump toward him and kick—you kick him as you leave the ground, leaving him open to a ground stomp.
Use small jumping attacks to break stalemates. If your opponent is standing back and waiting for you to attack, use a small jump attack to get the action going. The small jumping kick allows you to fake a high attack, and then connect with a low kick.

GENERAL STRATEGIES

- Always follow-up your attacks. If you knock an opponent to the ground, use your stomp attack—it does huge amounts of damage.
- Remember, mid-level attacks can only be blocked with the standing block—you take a hit

if you're crouching.

- If you are knocked to the ground, always use a recovery move. When you get up, you usually catch your opponent off guard.
- If you're fighting in the regular size ring (14 meters), try and stay in the middle. Nothing is more annoying than having a full energy bar and getting knocked out of the ring by a lucky foe.
- If you knock an opponent to the ground but haven't got time to use your ground stomp, keep well away from the prone fighter. If he uses a recovery move, you're in a heap on the floor before you know what happened.
- Don't force the pace of a fight. If you're the type of player who likes to take a fight to your opponent, your attacks soon become predictable and susceptible to counterattacks. Try to stay back, and then launch fast multiple-hit attacks when you see a chink in your opponent's defence.

NOTE ON JUMPING AND ALL BUTTONS

Where instructed to tap or press Jump, you can tap ↑, ↖, or ↗ as appropriate. The affect is the same. Tap Jump for a small jump or hop attack, hold it for a standard leap.

Finally, Saturn owners, when instructed to press 'all buttons, hit BLOCK, KICK, and PUNCH. Leave START alone; the others have no effect on any part of the game.

AKIRA

Akira is the best counterattacking character in the game. If you like to block and then attack when an opening arises, he's the man for you. To play him effectively you must first master blocking, then get to grips with his counterattacking moves.

SMALL JUMP MOVES

DOWNWARD PUNCH
Tap Jump+Punch

DOWNWARD KICK
Tap Jump, Kick while ascending

LOW SIDE KICK
Tap Jump, Kick while descending

LARGE JUMP MOVES

ARIEL KICK
Jump, Kick

OVERHEAD HAMMER
Jump, →+Punch while descending

HIGH TOE KICK
Jump+Kick (quickly)

DROP KICK
Jump, →+Kick while ascending

BACKWARD DROP KICK
Jump, ←+Kick while descending

TURNING ATTACKS
(Start with back to opponent.)

TURNING PUNCH
Punch

TURNING BACKFIST
↓+Punch

OVERHEAD HAMMER FIST
Tap ↓, Punch

TURNING ROUNDHOUSE
Kick

TURNING LOW SWEEP
↓+Kick

SPECIAL MOVES AND COMBOS

HEAD PUNCH, BODY PUNCH
Punch, Punch

PUNCH/KICK
Punch, Kick

HOPPING KICK
→→+Kick

DOUBLE HOP KICK
→→+Kick, Kick

DASHING ELBOW STRIKE
→→+Punch

PALM STRIKE
From a crouch, →+Punch

TWO PALM STRIKE
From a crouch, ←→+Punch

ELBOW
→+Punch

BODY CHECK
←→, →+Punch+Kick

POWER UPPERCUT
↘, ↘+Punch

PUNCH FALLEN FOE
Tap ↗, Punch

THROWS AND CLOSE-RANGE ATTACKS

PALM STUN
All buttons

TRIP AND TWO PUNCHES
Punch+Block

Akira's Trip, Double Punch combination is a great move in clutch situations.

PALM STUN/BODY CHECK
All buttons, ←→, →+Punch+Kick

POSITION CHANGE
↙+Punch+Block (get behind opponent)

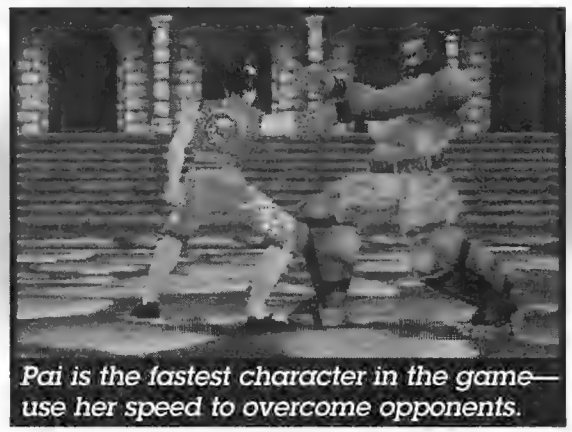
BREAK BLOCK
→+Punch+↓ (prepares for combo)

THROW FEINT
←+Punch+↓

SHOULDER LIFT
→←, →+Punch

PAI

Pai is the fastest character in the game, with lightning-quick combos and the speed to follow them up. She also has a good range of throws, plus a number of very effective counterattacks. Her biggest downfall is her lack of power—her attacks are fast, but don't cause much damage. If you're an action-oriented player that likes to defend and then counterattack with deadly precision, Pai is tailor-made for you.



Pai is the fastest character in the game—use her speed to overcome opponents.

SMALL JUMP MOVES

HOPPING DOUBLE FIST HAMMER
Tap Jump+Punch

HOPPING JAB
Tap Jump, Punch while ascending

HOP KICK
Tap Jump, Kick while ascending

HOPPING UPWARD KICK
↗+Kick (quickly)

SCISSORS KICK
↗+Kick, Kick (quickly)

HOPPING SIDE KICK
Tap Jump, Kick while descending

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch while ascending

RISING KICK
Jump+Kick

CRANE STOMP
Jump, →+Kick while ascending

MIDAIR KICK
Jump, Kick while ascending

REVERSE DROP KICK
Jump, ←+Kick while descending

TURNING ATTACKS
(Start with back to opponent.)

SPINNING BACKFIST
Punch

TURNING LOW DOUBLE PUNCH
Tap ↓, Punch

TURNING ROUNDHOUSE KICK
Kick

TURNING SWEEP
Tap ↓, Kick

SPECIAL MOVES AND COMBOS

DOUBLE PUNCH
Punch, Punch

TRIPLE PUNCH
Punch, Punch, Punch

PUNCH/REVERSE ROUNDHOUSE
Punch, Kick

PUNCH/CRESCENT KICK
Punch, Kick+Block

PUNCH/SWEEP
Punch, ↓+Kick+Block

TWO PUNCHES/KICK
Punch, Punch, Kick

THREE PUNCHES/KICK
Punch, Punch, Punch, Kick

THREE PUNCHES/BACKWARD FLIP
Punch, Punch, Punch, ←+Kick

THREE PUNCHES/SWEEP
Punch, Punch, Punch, ↓+Kick

DODGE AND PUNCH
↙+Punch (dodge high attack and counter)

CRESCENT KICK
Block+Kick

REVERSE CRESCENT KICK
←+Block+Kick

FLIP KICK
Tap ↖, Kick

BACK FLIP
Tap ↖

HIGH KICK
→→+Kick

KARATE CHOP
Tap ↘, Punch

SIDE SNAP KICK
→+Kick

RETREATING FINGER STRIKE
←←+Punch

KNEE STRIKE ON FALLEN FOE
Tap ↗, Punch

THROWS AND CLOSE-RANGE ATTACKS

WRIST TWIST
Punch+Block

FALLING DDT
→↘↓+Punch

PULL THROW
←, ↓+Punch+Block (quickly)

TAKEDOWN AND PUNCH
→→+Punch+Kick

PUSH BACK
←→+Punch (not near ring edge)

CARTWHEEL OVER CROUCHER
→+all buttons

LAU

Lau Chan has a very similar fighting style to that of his daughter. The fighting cook has three very quick combo attacks, and a number of throws to back them up. On the down side, Lau hasn't got the counterattacking capabilities of Pai, but makes up for this with brute strength. If you like Pai but find her too weak, give Lau a try instead—you won't be disappointed.

SMALL JUMP MOVES

HOPPING PUNCH
Tap Jump+Punch

HOP AND JAB
Tap Jump, Punch while ascending

HOP KICK
Tap Jump, Kick while ascending

HOP AND SWEEP
Tap Jump, Kick while descending

CARTWHEEL KICK
Tap ↗+Kick

MINI-HOP KICK
Tap ↗+Kick+Block

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch while ascending

HIGH KICK
Jump+Kick on take-off

DROP KICK
Jump, →+Kick while ascending

REVERSE DROP KICK
Jump, ←+Kick while ascending

MIDAIR KICK
Jump, Kick while ascending

TURNING ATTACKS

TURNING PUNCH
Punch

TURNING DOUBLE PUNCH
Tap ↓, Punch

TURNING SIDE KICK
Kick

TURNING HEEL SWEEP
Tap ↓, Kick

SPECIAL MOVES AND COMBOS

DOUBLE PUNCH
Punch, Punch

TRIPLE PUNCH
Punch, Punch, Punch

PUNCH/REVERSE ROUNDHOUSE
Punch, Kick

CRESCENT KICK
Kick+Block

PUNCH/CRESCENT KICK
Punch, Kick+Block

SWEEP
↓+Kick+Block

PUNCH/SWEEP
Punch, Kick+↓+Block

TWO PUNCHES, SIDE KICK
Punch, Punch, Kick

THREE PUNCHES, CRESCENT
Punch, Punch, Punch, Kick

DODGE AND FOREARM SMASH
Tap ↙, Punch (dodge high attack and counter)

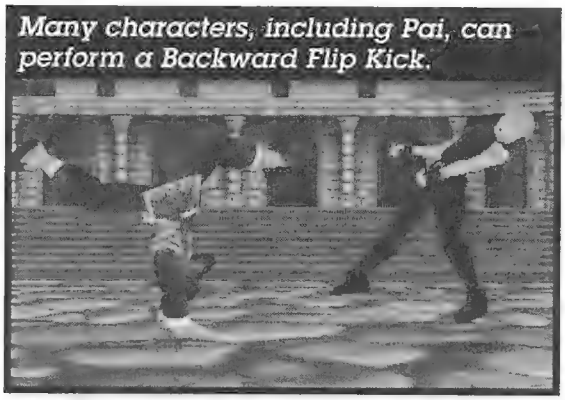
LIFTING PALM
↘+Punch (weak, but useful in combos)

KNIFE HAND
↘+Punch (tap Punch for further hits—can end with Kick)

SPINNING REVERSE ROUNDHOUSE
While crouching, Kick while rising.

DASHING KNIFE HAND
↘, ↘+Punch

BACKWARD FLIP KICK
↖+Kick



Many characters, including Pai, can perform a Backward Flip Kick.

BACK FLIP
Tap ↖

SIDE KICK
→+Kick

TWO-FOOTED SWEEP
→↓+Kick

FOOT STOMP ON FALLEN FOE
↘+Kick (close)

THROWS AND CLOSE-RANGE ATTACKS

FIREMAN'S CARRY TAKEOVER
Punch+Block

PIGGYBACK DROP
←+Punch

HEAD SMASH
←→+Punch

FACE-FIRST THROW
←↓+Punch+Block

WOLF

The pro wrestler returns to the World Fighting Tournament, and this time around he's learned a load of new moves to pummel his unfortunate opponents with. Wolf has no significant countermoves and lacks speed, but more than makes up for these deficiencies with a huge selection of throws. To be successful as Wolf you need to block tirelessly and always be ready to counterattack whenever the opportunity arises.

SMALL JUMP MOVES

DOUBLE HAMMER FIST
Tap Jump, Punch

LEAPING JAB
Tap Jump, Punch while rising

HOPPING KICK
Tap Jump, Kick while rising

HOPPING SIDE KICK
Tap Jump, Kick while descending

DROP KICK
↗+Kick

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch on the way up

HIGH JUMP KICK
Jump+Kick on taking off

DROP KICK
Jump, →+Kick on the way up

JUMP KICK
Jump, Kick while going up

BACK DROP KICK
Jump, ←+Kick while ascending

TURNING ATTACKS

(Start with back to opponent.)

TURNING PUNCH
Punch

TURNING LOW PUNCH
Tap ↓, Punch

TURNING ROUNDHOUSE
Kick

TWO-FOOTED KNOCKDOWN
↓+Kick

SPECIAL MOVES AND COMBOS

DOUBLE PUNCH
Punch, Punch

DOUBLE PUNCH AND ELBOW
Punch, Punch, →+Punch

TRIPLE PUNCH
Punch, Punch, Punch

PUNCH/KICK
Punch, Kick

KNEE STRIKE
→+Kick

UPPERCUT
Tap ↘, Punch

CROUCHING UPPERCUT
Hold ↘+Punch

RUNNING CLOTHESLINE
→→+Punch

DASHING SHOULDER RAM
←→+Punch

BACKHAND SLAP
←+Punch

SCISSORS KICK
Kick+Block

SOMERSAULT HEEL SMASH
←→+Kick+Block

REVERSE ROUNDHOUSE
Tap →, Punch

STOMACH PUNCH
→+Punch

ELBOW DROP
←+Punch+Kick

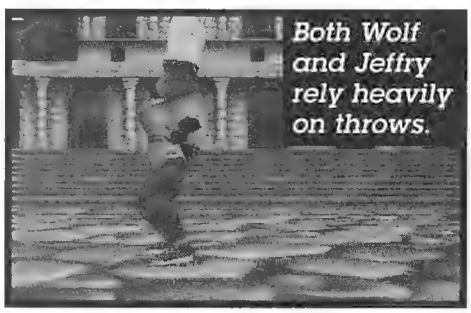
BACK BODY SPLASH ON FALLEN FOE
↑+Punch

ELBOW FALL ON GROUNDED FOE
↘+Punch

THROWS AND CLOSE-RANGE ATTACKS

BACKFALL SUPLEX
Punch+Block

GERMAN SUPLEX
Punch+Block from behind opponent



Both Wolf and Jeffry rely heavily on throws.

BODY SLAM
→+Punch

DOUBLE ARM SUPLEX
↙+all buttons

TWIRL AND HURL
←↙↓↘→+Punch

FRANKENSTEINER
Tap ↗, Kick+Block

VERTICAL PILEDRIVER
↘, ↘+Punch+Kick

JEFFRY

Jeffry McWild is in the tournament for one thing: money. He needs to buy a new boat so he can continue his fight against the Devil Shark that inhibits his fishing waters. In last year's tournament, Jeffry was considered somewhat of a second-rate warrior, due to his lack of speed. Well, in *VF2*, he has returned with much more speed and more power moves. His improved speed makes him one of the favorites to be crowned champion.

SMALL JUMP MOVES

DOUBLE HAMMER FIST
Tap Jump+Punch

HOP JAB
Tap Jump, Punch while on the way up

HEEL SMASH
Tap Jump+Kick

HOP KICK
Tap Jump, Kick while on the way up

HOP SIDE KICK
Tap Jump, Kick on the way down

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch while ascending

JUMP KICK
Jump+Kick

DROP KICK
Jump, →+Kick while ascending

MIDAIR KICK
Jump, Kick while ascending

REVERSE DROP KICK
Jump, ←+Kick while ascending

TURNING ATTACKS

(Start with back to opponent.)

TURNING PUNCH
Punch

TURNING LOW PUNCH
Tap ↓, Punch

TURNING ROUNDHOUSE KICK
Kick

TURNING HEEL SLIDE
Tap ↓+Kick

TURNING ROUNDHOUSE FROM CROUCHING
↓+Kick

SPECIAL MOVES AND COMBOS

DOUBLE PUNCH
Punch, Punch

ROLLING PUNCHES
Punch, Punch, Punch

PUNCH/ROUNDHOUSE
Punch, Kick

DODGING SIDE JAB
Tap ↓, Punch+Kick (dodge high attack and retaliate)

UPPERCUT
↘+Punch

TWO UPPERCUTS
↘+Punch, Punch

FORWARD KICK
Tap ↓+Kick

TOE KICK/HAMMER
Tap ↓+Kick, Punch

ELBOW STRIKE
→+Punch

LOW ELBOW
→→+Punch

FRONTAL THRUST KICK
→→+Kick

AXE KICK
→↓+Kick

KNEE
→+Kick

DROP ELBOW
←→+Punch

LUNGING ELBOW DROP
←, ↘+Punch

HEAD BUTT
→+Punch+Kick

FLYING BUTT ATTACK
All buttons

FOOT STOMP AGAINST FLOORED FOE
↘+Kick (close)

THROWS AND CLOSE-RANGE ATTACKS

FIREMAN'S CARRY BACKFALL
Punch+Block

BACKBREAKER (IN FRONT)
←→, →+all buttons

BACKBREAKER (BEHIND)
Punch+Block behind opponent

POWER SLAM
→+Punch

BODY PRESS
←+Punch+Block

PILEDRIVER
↘, ↘+Punch+Kick

KAGE

The ninja returns to the second tournament for unknown reasons. However, we do know that with new moves and even more speed, he'll be even harder to stop this time around. Kage is the best all-around character in the game—he can attack with multiple-hit combos, he has a variety of powerful throws, and can even counterattack high punches. A good all-around fighter, he's always a tough guy to beat. Kage is an excellent choice for rookie fighters.

Don't neglect regular attacks—Kage's normal kick is deadly.

SMALL JUMP MOVES

HOP CHOP
Tap Jump, Punch

HOP JAB
Tap Jump, Punch on the way up.

HOP KICK
Tap Jump (but not ↖), Kick

HOP AND SWEEP
Tap Jump, Kick while descending

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch

HIGH KICK
Jump+Kick on take-off

FORWARD DROP KICK
Jump, →+Kick

BACKWARD DROP KICK
Jump, ←+Kick

SOMERSAULTING BUTT SLAM
↗+Kick immediately after take-off

ATTACKS ENDING WITH BACK TO FOE

(Start facing foe, end with back to him/her.)

TURNING SLAP
←←+Punch

TURNING HIGH SLAP
←←+Punch+Block

BACK THRUST KICK
←←+Kick

HEEL SWEEP
←←+Kick+Block

TURNING ATTACKS

(Start with back to opponent.)

TURNING PUNCH
Punch

TURNING ROUNDHOUSE
Kick

LOW PUNCHES
Tap ↓, Punch

TURNING FOOT SWEEP
Tap ↓, Kick

FLIPPING KNEE STRIKE
↑+Kick

SPECIAL MOVES AND COMBOS

DOUBLE PUNCH
Punch, Punch

TRIPLE PUNCH
Punch, Punch, Punch

PUNCH/ROUNDHOUSE
Punch, Kick

DOUBLE PUNCH/SIDE KICK
Punch, Punch, Kick

THREE PUNCHES/TURNING SIDE KICK
Punch, Punch, Punch, Kick

DODGING PUNCH
↙+Punch (avoid high attack and deliver your own)

ELBOW
→+Punch

TURNING REVERSE ROUNDHOUSE
Tap ↓, Kick+Block

RISING KNEE
While crouching, →+Kick

FLIP KICK
↖+Kick+Block

BACK FLIP
Tap ↖

HEEL SWEEP
→→+Kick

SPRINGING KICK
→→+all buttons

FLYING CORKSCREW KICK
Tap →→+Kick+Block

FORWARD ROLL
←↙↓↘→

FORWARD ROLL AND SWEEP
←↙↓↘→+Kick

FORWARD ROLL/HOPPING LOW PUNCH
←↙↓↘→, ←↙↓↘→+Punch

ROLL TWICE AND SWEEP
←↙↓↘→, ←↙↓↘→+Kick

ROLL BACKWARD
→↘↓↙←

ROLL BACKWARD AND SWEEP
→↘↓↙←+Kick

CARTWHEEL BACKWARD
Tap ←, Block

TURN AND KICK
Tap ←, Kick+Block

SLIDING SCISSORS TAKE-DOWN
←↙↓+Kick

SLASHING CHOP
←→+Punch+Kick

DOUBLE CHOP
←→+Punch+Kick, Punch+Kick

SLASHING SHIKAN-KEN
Tap ↓+Punch+Kick

DOUBLE SHIKAN-KEN
Tap ↓+Punch+Kick, Punch+Kick

HEEL SMASH ON FALLEN FOE
↘+Kick

THROWS AND CLOSE-RANGE ATTACKS

HIP THROW
Punch+Block

TORSO TAKEDOWN
Punch+Block from behind

HIGH TOSS
←+Punch (good for follow-up heel smash)

REAPING THROW
←, →+Punch

TOKA THROW
All buttons

SARAH

Sarah is one of the fastest characters in the tournament, and backs her speed up with solid throws and powerful kicking moves. She may not be the most exciting character to watch, but she's extremely effective and can follow-up attacks with a virtually unstoppable Ground Stomp. She also has an impressive range of kicking moves—her Mirage Kick is particularly deadly. Make no mistake about it, the lady deserves big-time respect.

SMALL JUMP MOVES

ELBOW HAMMER
Tap Jump, Punch while ascending

HOP AND JAB
Tap Jump, Punch on way down

SPIN KICK
Tap Jump, Kick while on way up

HOP KICK
Tap Jump, Kick on way down

TORNADO KICK
↗+Kick+Block

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch on the way up

HIGH KICK
Jump+Kick on take-off

ONE-LEGGED DROP KICK
Jump, →+Kick on the way up

REVERSE DROP KICK
Jump, ←+Kick on the way up

MIDAIR KICK
Jump, Kick while on the way up

ATTACKS ENDING WITH BACK TO FOE

(Start facing foe, end with back to him/her.)

TURN PUNCH
←←+Punch

TURNING ROUNDHOUSE
←←+Kick

TURNING ATTACKS

(Start with back to opponent.)

TURNING BACKFIST
Punch

TURNING LOW PUNCH
Tap ↓, Punch

TURNING BACK THRUST
Kick

JUMPING ROUNDHOUSE
←+Kick (← being away from opponent)

HIGH HEEL THRUST
↙+Kick (← being away from opponent)

SPECIAL MOVES AND COMBOS

DOUBLE PUNCH
Punch, Punch

TRIPLE PUNCH
Punch, Punch, Punch

PUNCH/HIGH ROUNDHOUSE
Punch, Kick

TWO PUNCHES, REVERSE KICK
Punch, Punch, Kick

THREE PUNCHES, RISING KNEE
Punch, Punch, Punch, Kick

THREE PUNCHES, TOE KICK
Punch, Punch, Punch, ↑+Kick

THREE PUNCHES, KICK FLIP
Punch, Punch, Punch, ←+Kick

PUNCH/SIDE KICK
Punch, ↓+Kick

DODGE AND PUNCH
↙+Punch (avoid high attack and deliver your own.)

KICK/PUNCH
Kick, Punch

ELBOW
→+Punch

KNEE
→+Kick

LUNGING KNEE
→→+Kick

HIGH SNAP KICK
Tap ↓+Kick

SNAP KICK, SIDE KICK
Tap ↓+Kick, Kick

FAST DOUBLE KICK
Hold ↘+Kick, Kick

FAST TRIPLE KICK
Hold ↘+Kick, Kick, Kick

Sarah's Triple Kick sends Pai crashing to the ground. The cheat to select these alternative costumes is revealed at the end of this chapter.

CROUCHING SIDE KICK
↓+Kick+Block

FLIP KICK
Tap ↖+Kick

BACK FLIP
Tap ↖

DOWNWARD CRESCENT KICK
Kick+Block

SIDE SNAP KICK
↙+Kick+Block

DOWNWARD BACKFIST
↘+Punch

KICK FALLEN FOE
↘+Kick

THROWS AND CLOSE-RANGE ATTACKS

BELLY-TO-BELLY SUPLEX
Punch+Block

TORSO TAKEDOWN
Punch+Block from behind

RUNNING CLOTHESLINE
→, →+Punch

JACKY

Although Jacky didn't win the first tournament, he was probably most people's choice as the strongest all-around character. This time around, he's even better. The Indy Car hero has some of the simplest but most effective combo attacks in the game, making him deadly in every situation. If you want a warrior who is fast and powerful, Jacky is the man for you!

SMALL JUMP MOVES

ELBOW HAMMER
Tap Jump+Punch

HOP JAB
Tap Jump, Punch while ascending

HOP KICK
Tap Jump, Kick while ascending

HOP SIDE KICK
Tap Jump, Kick while descending

LARGE JUMP ATTACKS

OVERHEAD HAMMER
Jump, →+Punch while on the way up

JUMP KICK
Jump+Kick on take-off

DROP KICK
Jump, →+Kick while on the way up

REVERSE DROP KICK
Jump, ←+Kick while on the way up

MIDAIR KICK
Jump, Kick while on the way up

ATTACKS ENDING WITH BACK TO FOE

(Start facing foe, end with back to him/her.)

TURNING HOOK
←←+Punch

TURNING ROUNDHOUSE
←←+Kick

TURNING ATTACKS

(Start with back to foe.)

TURNING BACKFIST
Punch

TURNING HALF CRESCENT KICK
Kick

TURNING LOW PUNCH
Tap ↓+Punch

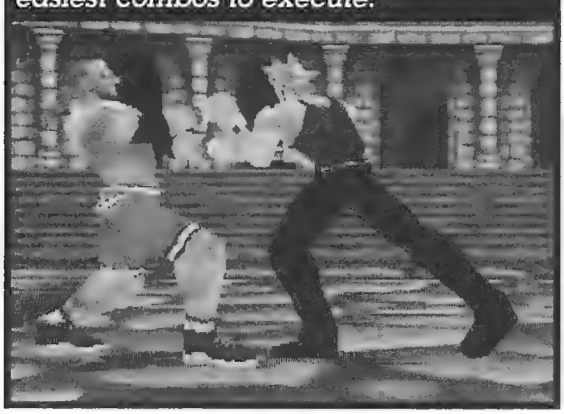
TURNING BACK ROUNDHOUSE
←+Kick (← being away from opponent)

TURNING SWEEP
Tap ↓+Kick

SPECIAL MOVES AND COMBOS

DOUBLE PUNCH
Punch, Punch

This Triple Punch combo is one of the easiest combos to execute.



TRIPLE PUNCH
Punch, Punch, Punch

PUNCH/SIDEKICK
Punch, Kick (close)

PUNCH/CRESCENT KICK
Punch, Kick

PUNCH/ROUNDHOUSE
→+Punch, Kick

PUNCH/SWEEP
Punch, ↓+Kick

TWO PUNCHES/STRAIGHT KICK
Punch, Punch, Kick

TWO PUNCHES/ELBOW
Punch, Punch, →+Punch

TWO PUNCHES, ELBOW, HEEL KICK
Punch, Punch, →+Punch, Kick

TWO PUNCHES/BACKFIST
Punch, Punch, ←+Punch

SPINNING BACKFIST
←+Punch

TWO SPINNING BACKFISTS
Hold ←+Punch, Punch

BACKFIST/CRESCENT
←+Punch, Kick

BACKFIST/SWEEP
←+Punch, ↓+Kick

BACKFIST/LOW BACKFIST
←+Punch, ↙+Punch

ELBOW
→+Punch

ELBOW/HEEL KICK
Tap →+Punch, Kick

LOW SPINNING BACKFIST
↙+Punch

LOW SPINNING BACKFIST/SWEEP
Hold ↙+Punch, Kick

KNEE
→+Kick

BACK FLIP
Tap ↖

BACK FLIP KICK
Tap ↖+Kick

TOE KICK
↓+Kick

PUNT KICK
→→+Kick

CRESCENT KICK
Kick+Block

CRESCENT/SWEEP
Kick+Block, ↓+Kick+Block

TWIN KICKS
Kick, Kick

SMASH HOOK
Tap ↘, Punch

HOOK KICK
←+Kick

MEGA HOOK
Punch+Kick

LIGHTNING KICKS
↓+Punch+Kick, tap Kick repeatedly

KICK FALLEN FOE
↘+Kick

THROWS AND CLOSE-RANGE ATTACKS

BRAINBUSTER
Punch+↓

BULLDOG
Punch+↓ from behind opponent

RUNNING CLOTHESLINE
→→+Punch

HAMMER TRIP
→←+Punch+Kick

SHUN

Shun is one of the new characters to join the ranks of the Virtua Fighters, and for an 82-year-old man he makes quite an impact. His style of "drunken kung fu" is very deceiving to watch, and even harder to fight against. Add this to his low fighting stance and you've got one heck of a good fighter. If he can stay sober, he's got a good chance of going all the way!

SMALL JUMP MOVES

TWISTING HOOK PUNCH
Tap ↗+Punch

FALLING BACK HAMMER
Tap ↖ or ↑, Punch (Shun falls)

HOP JAB
Tap Jump, Punch on way up

SPRING KICK
Tap ↗ or ↑, Kick

LANDING SLIDE
Tap Jump, Kick while descending

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch on way up

LEAPING KICK
Jump, Kick on take-off

DROP KICK
Jump, →+Kick on way up

REVERSE DROP KICK
Jump, ←+Kick on way up

MIDAIR KICK
Jump, Kick while ascending

ATTACKS ENDING WITH BACK TO FOE

(Start facing foe, end with back to him/her.)

TURNING PUNCH
←←+Punch

TURNING CRESCENT KICK
←←+Kick

TURNING ATTACKS
(Start with back to opponent)

TURNING BACKFIST
Punch

SIT AND PUNCH
Tap ↓+Punch

REVERSE ROUNDHOUSE
Kick

SLIDING SWEEP
Tap ↓+Kick

SPECIAL MOVES AND COMBOS

PUNCH/ELBOW
Punch, Punch

PUNCH/ELBOW/UPPERCUT
Punch, Punch, Punch

PUNCH/KICK
Punch, Kick

UPPERCUT
↘+Punch

RUNNING PUNCHES
Tap →, Punch

BACK PUSH
↙+Punch

SCORPION KICK
Tap ↓, Kick+Block

SPINNING BACK FIST
Tap ←+Punch

BACK FLIP
Tap ↖

CARTWHEEL KICK
→→, Kick

JUMPING SPIN KICK
Kick+Block

TWO-HAND PUSH
Punch+Kick (and have a drink to celebrate)

SWEEP
↙ or ↓+Kick+Block

BACKWARD ROLLING KICKS
←+Kick+Block

KICK, FALL FACE UP
←+Kick (don't miss!)

TWO FALLING KICKS
↙, ↙+Kick

SIT DOWN
↓, ↓

WHEN SITTING: LOW KICK AND STAND
Kick

STAND UP
Any other button

DODGE BACKWARD
Tap ←↓

THROWS AND CLOSE-RANGE MOVES

ROUGH UP AND TRIP
Punch+↓ (then have a drink)

GRAB AND FALL
All buttons

LION

Lion Rafale is the second new character in *VF2*, and like Shun-Di he brings a new fighting style to the World Fighting Tournament. Even though Lion is only 15-years-old, his crouched fighting stance and sweeping ground attacks make him a difficult opponent to face. Definitely a character for experienced fighters seeking a challenge.

SMALL JUMP MOVES

DOWN SWIPE
Tap ↗ or ↖, Punch

HOPPING JAB
TAP Jump, Punch while ascending

ARM SPINS
Tap ↑+Punch

DROPPING LOW ROUNDHOUSE
Tap ↑+Kick

DANCING KICKS
Tap ↑+Kick, Kick

CARTWHEEL SPIN
Tap ↗+Kick

MIDAIR KICK
Tap Jump, Kick while ascending

HOP AND SLIDE
Tap Jump, Kick while descending

LARGE JUMP MOVES

OVERHEAD HAMMER
Jump, →+Punch while ascending

JUMP KICK
Jump+Kick on take-off

DROP KICK
Jump, →+Kick while ascending

BACK DROP KICK
Jump, ←+Kick while ascending

MIDAIR KICK
Jump, Kick while ascending

ATTACKS ENDING WITH BACK TO FOE

(Start facing foe, end with back to him/her)

TURNING PUNCH
←←+Punch

TURNING THRUST KICK
←←+Kick

TURNING SIDE KICK
←←+Kick+Block

TURNING ATTACKS

(Start with back to opponent.)

TURNING DOUBLE PUNCH
Punch

TURNING LOW SWIPE
Tap ↓+Punch

TURNING FACE STRIKE
Hold ↓ to crouch, Punch

TURNING BACK THRUST
Kick

TRIPPING LOW KICK
Tap ↓+Kick

SPECIAL MOVES AND COMBOS

PUNCH/ELBOW
Punch, Punch

PUNCH/ELBOW/BACKFIST
Punch, Punch, Punch

PUNCH/KICK
Punch, Kick

ELBOW
→+Punch

KNEE
→+Kick

UPPERCUT
↘+Punch

UPPERCUT/DOWNWARD STRIKE
↘+Punch, Punch

FINGER PECK
↙+Punch

DOUBLE FINGER PECK
↙+Punch, Punch

THRUST PUNCH
→→+Punch

SWEEP AND KICK
→→+Kick+Block

FOOT SWEEP
↘+Kick+Block

DUCK AND HEAD BUTT
←+Punch

DIRECT HEAD BUTT
→+Punch+Block

CLOSE-RANGE LOW BLOW
Punch+↓ (too close and it becomes a throw)

HAND STAND KICK
↓↓+Kick

CARTWHEEL BACKWARD
Tap ↖

DOUBLE LOW KICK
↓+Kick, Kick

LOW KICK, HIGH KICK
↓+Kick, Kick+Block

Use Lion's Handstand Kick for high strikes.

THROWS AND CLOSE-RANGE ATTACKS

TRIP
Punch+↓

PIGGYBACK ATTACK
Punch+↓ from behind

REAPING THROW
←+Punch+Kick

GRAB AND TOSS
→→+Punch+Block

FRONTAL PIGGYBACK
→↘↓↙←+Punch+Block

Cheats

Here's a few cheats for *Virtua Fighter 2*...

PLAY AS DURAL
You can play as Dural by inputting the following code; Press D, U, L, A+R together for the golden version of the secret cyborg. Alternatively, press D, U, R, A+L to get the silver model.

You can control the final boss, Dural, by inputting the cheat described at the end of the chapter.

ALTERNATIVE COSTUMES

Each contestant has two outfits. If you want to use the characters' "road colors," hold ↑ on the Control Pad when you're selecting your character.

SELECT TAUNTS

After each bout, the victorious fighter taunts his opponent with one of three different phrases. These insults are usually random, but there is a way of selecting the taunt you want. When the replay of the fight begins, hold down either the ←, A, or C button and your fighter uses the corresponding insult.

HIDDEN OPTION SCREEN

This is a basic cheat, but it may still be unknown to rookie players. Press the R button a couple of times on the options screen to access two more pages of game options. These options include ring size, the length of the replay, background music volume, and the stage you start the tournament battle on.

WWF® Wrestlemania® The Arcade Game

This game's got the lot—suplexes, DDTs, hip tosses, aerial assaults off the top turnbuckle, and eight larger-than-life characters from the larger-than-life World Wrestling Federation. All their trademark finishing moves are there, including Bret Hart's SharpShooter, Razor Ramon's Razor's Edge, and Shawn Michaels' Frankensteiner. And that's not all—taking full advantage of the video game format, they've also got some wild specials like The Undertaker's demons and Doink's shock buzzer. It suffers from lack of characters and has no hidden wrestlers at all, though. But hey, at least it's not fixed...

Basic Brutality

RUN: Punch+Kick. Press an attack button to lunge at your foe for a dive (either punch) or a drop kick (either kick).

POWER LIFT: Super Punch+Super Kick. Only Bam Bam Bigelow, Yokozuna and Lex Luger can do this move. It can't be reversed if successful.

HAIR GRAB: Super Punch near a fallen foe's head. You lift your opponent into a head hold.

HEAD HOLD: →→+Super Punch. This allows you to start combos, throws, or a high risk move. These cannot be blocked.

ROPE SHOVE: ←←, Super Punch. Launches your opponent into the ropes. After he bounces off into a run, he is open to a fast attack such as the drop kick.

SHOVE: Block+Punch. This move is little use in one-on-one fights, but buys you breathing space if fighting two wrestlers at once.

TURNBUCKLE LEAP: Hold ↑ while standing next to the turnbuckle. You can guide your leap while attacking. Press ↓ to climb down again.

DROP KICK: Press any kick while running.

REVERSAL MOVE: When in a head hold, either →→, Super Punch or ↓↓, Super Kick. This move turns an opponent's head hold into an attack of your own.

BODY SLAM: When your foe leaps toward you, press ←←, Punch.

POWER UP: Do two 360° rotations away from your opponent. You get a power up lasting five seconds. Most moves now do considerably more damage.

SPEED UP: Do two 360° rotations toward your opponent. You get Turbo Speed for approximately five seconds.

SECOND WIND: When your foe has you pinned for the second time and is about to score the match-winning fall, hammer the buttons for a life-saving second burst of energy.

DOINK THE CLOWN

From	The Circus
Height	6' 0"
Weight	243 lbs

Whether in the circus ring or the wrestling ring, Doink the clown has the fans rolling in the aisles with laughter. His electric shock buzzer fries his opponent, his Super Kick produces a big boot that would probably fit the Yeti, and as for his Super Punch . . . where he got that glove from I'll never know, but I wouldn't like to meet the man it fits!

SPECIAL MOVES

EAR SLAP
↓↘→+Punch. Press Punch four times for up to four hits.

HAPPY HAMMER
→→+Super Kick. Press Kick repeatedly for up to four hits.

JOY BUZZER
Hold Punch for three seconds, then release.

BOXING GLOVE
Tap Punch to find the glove.

SUPER CLOTHESLINE
Punch and Kick to run, then press Punch or Super Punch.

HIP TOSS
←←, Punch.

GRAPPLING MOVES

HEAD SLAM
Perform a Head Hold, then ↓↓+Super Kick. Press Kick repeatedly for up to four hits.

PILEDRIVER
Perform a Head Hold, then →→+Super Punch.

UPPERCUT
Perform a Head Hold, then Punch.

HIGH-RISK ATTACKS
Face Smash, Piledriver.

COMBOS

All combos start with a Head Hold.

MINI
→→, Punch, Punch, Punch, Punch, Super Punch

SUCKER PUNCH
→→, Super Punch, Super Kick, Kick, Punch, Super Punch, Super Kick

FUNNY FISTS
→→, Super Punch, Super Kick, Punch, Kick

FOOT FUN
→→, Super Kick, Super Punch

RAZOR RAMON

From	Miami
Height	6' 7"
Weight	262 lbs

"You think you can handle this much machismo, man?" screams the bronzed warrior with five o'clock shadow and too much hair gel. "You just give it a try, chico." he cries, without dropping the matchstick he chews. I've no idea who chico is, but the immodest mat mauler is Razor Ramon, and he's coming your way.

SPECIAL MOVES

SLICE
↓↘→ starting with ↓, Punch. The standard Jab Punch becomes a Razor Attack.

SLICE UPPERCUT
Hold Punch for three seconds and release. Another razor move.

SUPER SLAM
→→, Kick. Tap Kick for up to four hits. This move works without applying a Head Hold first.

HIP TOSS
←←, Punch.

GRAPPLING MOVES

RAZOR'S EDGE
After a Head Hold, press →→, Super Punch. This is Ramon's finisher.

PILEDRIVER
Apply a Head Hold, then ↓↓ Super Kick.

UPPERCUT
Apply a Head Hold, then ↓, Super Punch.

SUPER SLAM
Apply a Head Hold, then ↓↓, Kick. Tap Kick for up to four hits. This move is the same as the special move, but is performed after a Head Hold.

HIGH-RISK ATTACKS
Razor's Edge, Piledriver, Super Slam (grappling version).

COMBOS

All combos start with a Head Hold.

CLOSE SHAVE
→→, Super Punch, Super Kick, Kick, Punch, Super Punch, Super Kick

BIG BLADES
→→, Super Punch, Punch, Kick, Super Kick, Super Punch, Punch, Kick, Super Kick

CUTTING EDGE
→→, Super Punch, Super Kick

SAFETY FIRST
→→, Kick, Punch, Kick, Punch, Kick, Punch, Kick, Punch, Kick, Punch, Kick, Punch

THE UNDERTAKER

From	Death Valley
Height	6' 11"
Weight	322 lbs

This scary, undead monster buries all who stand in his way. Incapable of feeling pain, The Undertaker draws spiritual strength from a magical funeral urn kept at ringside. He can summon demons to hurl at his foes, produce a nightmarish ghostly tombstone, and, on scoring a pin, draws bats from his opponent's flesh. "My victory," he cries, "will be your funeral." I for one won't argue.

SPECIAL MOVES

NECK CHOKE
↓↘→, then Punch. This is an alternative Head Hold. It does no damage itself, but allows for a follow-up attack.

NECK BENDER
Hold Punch for three seconds then release. Remember Ravishing Rick Rude? This is similar to his Rude Awakening attack.

SHADOW NECKBREAKER
Hold Punch and tap Kick to run at your opponent. Release Punch when near your foe.

DARK GHOSTS
↓↘→, then Kick. A four-hit missile attack.

LIGHT GHOSTS
↓↙←, then Kick. Does no damage, but leaves your foe stunned for a few seconds.

TOMBSTONE SLAM
→→, Super Kick. Tap Kick repeatedly to get up to four hits.

SNAP MARE
←←, Punch.

GRAPPLING MOVES

UPPERCUT
While you have your opponent in a Head Hold or Neck Choke, ↓↓, Super Punch.

TOMBSTONE PILEDRIVER
With your opponent in a Head Hold or Neck Choke, ↓↓, Super Kick.

REVERSE NECK BREAKER
With your opponent in a Head Hold or Neck Choke, →→, Super Punch. It's essentially the same move as the non-grappling version.

FACE SLAM
With your opponent in a Head Hold or Neck Choke, ↓↓, Kick.

FIERY MYSTIC GLOVE
With your opponent in a Neck Choke, press ↓+Super Kick.

HIGH-RISK ATTACKS
Tombstone Piledriver, Reverse Neck Breaker (grappling version), Face Slam.

COMBOS

All combos start with a Head Hold.

BURIAL
→→, Kick, Super Kick, Kick, Super Kick, Kick, Super Kick, Kick, Super Kick, Kick, Super Kick, Kick, Super Kick, Kick, Super Kick, Kick, Super Kick

GRAVEYARD SHIFT
→→, Super Kick, Kick, Punch, Super Punch, Super Kick, Kick, Punch, Super Punch

DEATH FIST
→→, tap Punch repeatedly

IT'S YOUR FUNERAL
→→, Super Kick, Super Punch, Punch, Kick, Super Kick, Super Punch, Punch, Kick

YOKOZUNA

From	Japan
Height	6' 4"
Weight	568 lbs

This Japanese Sumotori doesn't speak English very well, so his manager speaks for him. "My man Yokozuna will crush anyone who gets in his way," he says. With the big guy weighing in at 568lbs, he's probably right. Yokozuna is by far the biggest wrestler in the game, though he moves like a dumper truck with the wheels missing. His battles are interesting, to say the least.

SPECIAL MOVES

SALT THROW
Hold Punch for three seconds then release. Does damage and distracts your opponent.

BELLY BOUNCE
→→, Punch.

SCISSOR SMASH
When close to your opponent, →→, Super Kick.

BUCKET SLAM
Stand next to your foe and press Super Punch.

BANZAI DROP
Any attack button off the turnbuckle.

GRAPPLING MOVES

VERTICAL SUPLEX
While performing a Head Hold, ↓↓, Super Kick.

BODY SLAM
With your opponent in a Head Hold, →→, Super Punch.

SALT THROW
With your opponent in a Head Hold, ↓↘→, Punch.

POWER LIFT
Super Punch+Super Kick.

LEG SPIN
With your opponent in a Power Lift, press ↓, Super Kick.

HIGH-RISK ATTACKS
Vertical Suplex, Body Slam

COMBOS

All combos start with a Head Hold.

THUNDER THIGHS
→→, tap Punch repeatedly

HEAVY HITS
→→, then tap Punch, Super Punch repeatedly

FAT CHANCE
→→, Super Punch, Punch, Super Kick, Kick, Punch, Super Punch

NAPPY ENDINGS
→→, Punch, Super Punch, Super Kick, Kick, Punch, Super Punch

SHAWN MICHAELS

From	San Antonio
Height	6' 1"
Weight	235 lbs

"Take a look at the best, folks!" screams this arrogant wrestler. "It's your pleasure and privilege to watch me wrestle!" The Heartbreak Kid sure wouldn't win any modesty contests, but in the ring he's a wrestling genius. Move over Hulk Hogan, and make way for a real superstar.

SPECIAL MOVES

FLYING SNAP KICK
←←, Super Kick.

BACK SUPLEX
Hold Punch for three seconds then release.

FLYING DROP KICK
Hold Super Kick for three seconds then release.

FRANKENSTEINER
→→, Super Kick.

SLIDING KICK THROW
→→, Kick.

FAST FACE KICK
↓↘→ starting with ↓, then Kick. Press Kick repeatedly for four hits.

GRAPPLING MOVES

FACE SMASH
→→, Super Kick. Press Super Kick repeatedly for up to four hits.

ARM BREAKER
→→, Punch.

BACK SUPLEX
↓↓, Super Kick.

FRANKENSTEINER
→→, Super Punch.

KICK THROW
→→, Kick.

HIGH-RISK ATTACKS
Face Smash, Back Suplex, Frankensteiner (grappling version), Kick Toss (grappling version).

COMBOS

All combos start with a Head Hold.

BROKEN HEART
→→, tap Punch repeatedly

HEARTBREAKER
→→, Punch, Super Punch, Kick, Super Kick, Punch, Super Punch

CARDIAC ARREST
→→, Kick, Punch, Super Punch, Super Kick, Kick, Punch, Super Punch, Super Kick, Kick, Punch, Super Punch, Super Kick, Kick, Punch, Super Punch, Super Kick

BLOOD PUMP
→→, tap Kick, Super Kick repeatedly

BAM BAM BIGELOW

From	New York
Height	6' 4"
Weight	400 lbs

The self-styled Beast from the East is one of the most distinctive grapplers in the biz. With his fiery scalp tattoo, his fiery costume, and his fiery temperament, you can hardly miss him! "I'm going to make things hot for my opponent tonight," he growls menacingly.

SPECIAL MOVES

FIRE PUNCH
Hold Punch for three seconds then release.

REVERSE NECKBREAKER
Hold Super Punch for three seconds then release.

FIERY REVERSE NECKBREAKER
Hold Super Punch, run at opponent and then release Super Punch.

JUMP KICK
←←, Super Kick.

BACK DROP
←←, Punch.

FLYING CLOTHESLINE
Run, then Kick or Super Kick (replaces drop kick).

SUPER CLOTHESLINE
Run, then Punch or Super Punch.

GRAPPLING MOVES

POGO PILEDRIVER
With your foe in a Head Hold, ↓↓, Super Kick. Press Super Punch repeatedly for up to four hits.

HEAD DROP
With your foe in a Head Hold, →→, Super Punch.

POWER LIFT
Super Punch+Super Kick together. Lifts your opponent above your head.

BACKBREAKER
While your opponent in a Power Lift, press ↓, Super Kick.

HIGH-RISK ATTACKS
Piledriver, Pogo Piledriver.

COMBOS

All combos start with a Head Hold.

BLAST FURNACE
→→, tap Punch repeatedly

FIRES OF HELL
→→, Punch, Super Punch, Super Kick, Kick, Super Punch

CRASH AND BURN
→→, Super Punch, Punch, Super Kick, Kick, Punch

HOT RECEPTION
→→, Punch, Super Punch, Kick, Super Kick, Super Punch

BRET HART

From	Calgary
Height	6' 1"
Weight	234 lbs

The Hitman is a stellar athlete and one of the most popular, talented, and respected bone-benders in the WWF.

SPECIAL MOVES

ROLLING UPPERCUT
↓↘→, Super Punch.

EYE RAKE
↓↘→, Punch.

LUNGING KICK
←←, Super Kick.

DASHING UPPERCUT
↓↓, Punch.

SHARPSHOOTER
Press Super Punch next to a fallen opponent's feet.

FLYING CLOTHESLINE
Run and press Super Punch or Punch near your adversary.

ARM DRAG
←←, Punch.

GRAPPLING MOVES

FACE SLAM
With your foe in a Head Hold, press ↓↘→, Punch. Press Punch repeatedly for up to four hits.

BULLDOG
With your foe in a Head Hold, press ↓↓, Super Kick.

PILEDRIVER
With your foe in a Head Hold, press →→, Super Punch.

HIGH-RISK ATTACKS
Face Slam, Bulldog, Piledriver

COMBOS

All combos start with a Head Hold.

BLEEDING HART
→→, tap Super Kick repeatedly

HART ATTACK
→→, Punch, Super Punch, Super Kick, Kick, Punch, Super Punch, Super Kick, Kick

MEGA HITTER
→→, Punch, Super Punch, Kick, Super Kick, Punch, Super Punch, Kick, Super Kick

ASSASSINATION
→→, tap Punch and Super Punch repeatedly

LEX LUGER

From	Atlanta
Height	6' 5"
Weight	27 lbs

This stars and stripes-encrusted warrior has a tremendous physique and moves to match. Few escape from his rebel rack and live to tell the tale.

SPECIAL MOVES

TWO-FIST SMASH
Hold Punch for three seconds then release it.

MORNING STAR
→→, Super Kick. Press Kick repeatedly for up to four hits.

SLIDING ELBOW
→→, Punch.

DOUBLE AXEHANDLE SMASH
When close to foe, Super Punch.

HIP TOSS
←←, Punch.

GRAPPLING MOVES

POWER GRAB
Super Punch+Super Kick Together.

REBEL RACK
Perform a Power Grab then press ↑, Super Kick

SUPLEX
After a Head Hold, →→, Super Punch.

LEG AND ELBOW
Perform a Head Hold, then ↓↓, Super Kick.

HIGH-RISK ATTACKS
Suplex, Leg and Elbow

COMBOS

All combos start with a Head Hold.

POWER POMMEL
→→, tap Kick repeatedly.

PACKAGE TOUR
→→, Super Kick, Kick, Punch, Super Punch, Super Kick, Kick, Punch, Super Punch.

FACEBREAKER
→→, Kick, Super Kick, Punch, Super Punch, Kick, Super Kick, Punch, Super Punch.

LEAVING TOWN
→→, Super Kick, Kick, Punch, Super Punch, Super Kick.

Cheats

The following cheats are for the Sony PlayStation.

- Input these on the character select screen.

RANDOM SELECTION
Press ↑ and Start, and the computer selects a fighter for you.

FULL COMBO BARS
Hold L1+R2 and press Punch, Kick, Super Kick, Super Punch. The word "Combo" appears under your character.

- Input these after pausing the game.

INVINCIBILITY
Press Kick, Super Punch, R2, ↑. The screen flashes light blue.

MORE POWERFUL HITS
Press Kick, Super Punch, L2, ↓. The screen flashes green.

LESS POWERFUL HITS
Press Kick, Super Punch, L2, R. The screen flashes yellow.

STOP TIMER
Press Kick, Super Punch, R2, L. The screen flashes dark blue.

RESET CHEATS
Press Punch, Super Kick, Super Punch, Kick. The screen flashes violet.

X-Men™
Children of the Atom

What a game! *X-Men Children of the Atom* is brought to you by Capcom, the brains behind the *Street Fighter* games, and it shows. All the features that made their last beat-'em-up, *Street Fighter Alpha*, so addictive are there—awesome graphics, fluid combos, and really great gameplay that offers a challenge to beginners and experts alike. A wonderful game.

Basic Brutality

- Combos and special moves are easier with fast characters.
- A great way of finding new combos is to keep an eye on computer-controlled opponents. They often use combos you can reproduce.
- Don't get carried away with special moves—use them when suitable, not just because you can. Don't neglect regular attacks.
- If you're having problems getting combo attacks to work

in the regular game, use the versus option to practice. Beating up on a defenseless opponent is much easier—and it's loads of fun!

▪ The auto-blocking option is excellent for beginners, allowing you to concentrate on offense while leaving defense in the capable hands of the computer. Rookies find getting special moves and X attacks to work tough enough, without having to worry about blocking too.

▪ Don't forget about your mutant energy bar—you can use mutant powers to snatch victory from the jaws of defeat.

THE MUTANT ENERGY BAR

Beneath the main energy bar at the top of the screen is the mutant energy bar. Each time you attack an opponent or use a special move, the mutant energy bar is increased. There are two levels to the mutant energy bar—orange (level two), and red (level three).

Certain X abilities require Level 2 power, and others Level 3. When you use an X move, the mutant energy bar is emptied.

In our moves guide, each X ability is accompanied by the level of mutant power required to make it work.

GENERAL MOVES

Certain moves are shared among all the characters. Here are the most important moves to consider when fighting.

▪ All characters have an identical X move button combination. Press ↓↘→, and all three punch buttons. The actual move executed is different for each character.

▪ Tap →→ and your character dashes toward your opponent. This is great for starting combination attacks and getting out of corners. Tap ←← for a hasty retreat.

▪ When you've been knocked to the ground, tap → or ← and Punch to roll away from an opponent.

ICEMAN

I wonder if Iceman is a relative of Jack Frost? He's certainly a super-cool fighter with an ice-cold temperament and moves to match.

X-MOVES

LEVEL 2
↓↙←+Three Punches. Temporary ice ball wrapped around his fist.

LEVEL 3
↓↘→+Three Punches. Arctic Attack.

COMBO ATTACKS

COMBO 1
Jump toward your opponent and throw a hard punch to the stomach area. As you land, use a strong sweep to knock your foe backward. Finally, use a horizontal Ice Blast to hit your opponent as he/she is falling.

COMBO 2
Dash toward your opponent and perform a standing strong sweep as you get into range. Immediately perform a diagonal Ice Blast, which hits your opponent in midair. You can add a third hit to this combo by punching your foe as he falls to the ground.

COMBO 3
Jump toward your opponent with a high punch. When you land, attack with a weak crouching punch. As you're throwing the weak punch, begin the motion for the X move. When the hit connects, complete the X motion and press all three punch buttons. Timing is critical, so be patient!

SILVER SAMURAI

The Silver Samurai has a good range of mutant power-ups that make excellent use of his mighty sword. Samurai is a good all-around fighter with a rare balance of power and speed. He's a force to be reckoned with.

X-MOVES

LEVEL 2

↓↙←+Punch. Gives the sword magical power, depending on which punch button is used.
Light Punch = Power of electricity
Medium Punch = Power of ice
Strong Punch = Power of fire

LEVEL 3

↓↙←+Three Kicks. Gives you the speed and strength of seven samurai

LEVEL 3

↓↙←+Three Punches. Triple Shuriken Attack.

COMBO ATTACKS

COMBO 1

Jump toward your opponent, attack with a strong punch, and then unload a standing strong punch as you land—if you press the attack button twice you get two hits. Finish the combo with a Shuriken as your foe falls to the ground.

COMBO 2

Dash toward your opponent and attack with a crouching weak kick. Quickly follow it with a medium crouching kick. As the kick lands, begin the motion for a Shuriken Fireball. Now, as the hit lands, complete the movement to finish the combo in style.

COMBO 3

Stand close to your foe and start this combo by attacking with a weak punch. Now, quickly go into a standing hard punch. As the hard punch is thrown, begin the X move motion. As soon as the punch lands, complete the movement to execute this super finish.

PSYLOCKE

Psylocke is one of the most surprising characters in the game. Although she's a complex character to get to grips with, it's well worth spending the time and effort it takes to master her many moves and combo attacks.

X-MOVES

LEVEL 2

↓↙←+Kick. Multiple Psylocke attack.

LEVEL 3

↓↘→+Three Punches. Flaming torpedo killer attack.

COMBO ATTACKS

COMBO 1

Jump toward your opponent and attack with a weak punch—hitting the lower stomach makes the rest of the combo easier. I like to finish off the combo by throwing a crouching hard punch, straight into a hard punch Eye-Beam Fireball.

COMBO 2

Another of my trademark moves. Run toward your opponent, and attack with a standing hard kick. Follow this with a crouching weak punch, and then go straight into a weak Eye-Beam Attack.

COMBO 3

I like to back my opponent into a corner before starting this combo, that way I can land the maximum amount of hits. Next, jump toward your foe and attack with a weak punch, followed by a crouching weak punch as you land. As the punch strikes, quickly go into the X move—speed is critical as the weak punch is very fast.

SENTINEL

This huge character is one of the biggest combatants ever seen in a beat-'em-up. Unsurprisingly, power is his main strength. I find his long-range attacks and deadly throws make him more than a match for anyone in a close-range brawl.

X-MOVES

LEVEL 2

↓↘→+Three Punches. Super Fireball Attack, press repeatedly for more hits.

LEVEL 3

↓↙←+Three Punches. Gives Sentinel temporary flying ability.

COMBO ATTACKS

COMBO 1

Jump toward your opponent and attack with a strong punch while in midair. As you land, perform a hard kick—this causes various amounts of damage depending on your distance from the opponent. I like to finish off the combo with a Rocket Punch, but feel free to improvise.

COMBO 2

Run toward your opponent, and attack with a standing medium kick when you get into

range. Now, attack with a low punch followed by a Rocket Punch—if you time it right, you catch the opponent in midair .

COMBO 3

Begin this monster combo by jumping toward your enemy and attacking with a downward rocket punch. Follow it with a standing medium kick for an easy six hits. As the kick connects, begin the motion for the X move. Quickly finish the X move motion and hit all three punch buttons—then watch him burn baby!

STORM

Storm's one of the easiest characters to master, and her range of attacks makes combos easy to find. Her flying ability is very useful against bigger enemies, but beware as diagonal fireballs soon bring her back down to Earth. Take my advice though—she's great for beginners.

X-MOVES

LEVEL 2
↓↘→+Three Kicks. Pushes opponent away from you.

LEVEL 2
↓↙←+Three Kicks. Pulls opponent toward you.

LEVEL 2
↓↙←+Three Punches. Stay in air, and use Y to throw fireballs.

COMBO ATTACKS

COMBO 1
Jump toward your opponent, and attack with a strong kick. As you land, go into a strong punch. At the moment you release the strong punch, begin the Typhoon motion. As the punch connects, complete the movement and unleash the Typhoon.

COMBO 2
The combo is very fast, but I still win games with it. Do a slow lighting attack—use the weak punch button—and then go straight into a couple of weak punches. As you're throwing the second punch, unleash a Typhoon to score around 20% damage.

COMBO 3

I like to begin this combo by getting close to my opponent and attacking them twice with the weak punch. Now quickly throw a strong punch, and at the same time begin the motion for the Lightning Attack. As the strong punch connects, complete the Lightning motion and press strong punch to unleash its power on your helpless victim.

CYCLOPS

Cyclops is one of, if not *the* best characters in the game. Mastering him gives you an advantage in both one- and two-player games. For devastating effect, I like to chain together his two main moves, the Optic Beam and the Gene Splice.

X-MOVES

LEVEL 2
↓↙←+Punch. Double-power Optic Beam, you can use the D-Pad to control its direction.

LEVEL 3
↓↘→+Three Punches. Triple-power, Super Optic Blast!

COMBO ATTACKS

COMBO 1

Jump toward your opponent and begin this combo with a strong punch in midair. As you land, throw a second strong punch, this time from the standing position. When the punch hits your opponent, quickly execute the motion for a Gene Splice—and get ready to count the hits!

COMBO 2

I start this combo by jumping toward my opponent and using a medium kick to land a super deep hit. Next, I use a another medium kick, this time from the crouching position. As this kick lands, I finish off the combo in style with an Optic Beam Attack using low punch.

COMBO 3

Start this combo by dashing toward your opponent and attacking with a standing medium punch. Immediately go into a gene splice, but DO NOT hold the punch button. Instead, quickly start the motion for the X move, this catches your foe as he falls to the ground.

WOLVERINE

Wolverine is probably the most popular character of all, and not without good reason. His special moves are among the easiest in the game to perform and they can easily be strung together to form devastating combo attacks. He's my personal favorite.

X-MOVES

LEVEL 2
↓↙←+Three Punches. Temporarily boosts Wolverine's speed and power levels.

LEVEL 3
↓↙←+Three Kicks. Regains lost energy.

COMBO ATTACKS

COMBO 1
Run toward your opponent and perform two crouching strong punches, followed by a standing strong punch. Now, quickly go straight into a Tornado Claw, this catches the opponent in midair. Finally, hit your foe with a high kick.

COMBO 2
This tactic works a treat when your opponent is backed into a corner. Throw two standing medium punches, and then go straight into a Tornado Claw. As the opponent begins to fall to the ground, quickly do another Tornado Claw—it's possible to "juggle" the moves in midair a couple of times for multiple hits.

COMBO 3
Jump toward your opponent and attack with a strong punch while in midair. As you land, throw another strong punch, and as you do so begin the motion for the X attack. As the hit connects, complete the movement and press all three punch buttons.

OMEGA RED

One of the strangest characters in the game is also one of the best. Red's whip attacks are very useful, and they can be performed from almost any angle. His other tentacle attacks have a long reach but can also be used in short-range combat.

X-MOVES

LEVEL 3
↓↘→+Three Punches. The Omega Tentacle Attack.

COMBO ATTACKS

COMBO 1
Jump toward your opponent and attack with a strong punch. As you land, throw a strong crouching punch. Finish the combo by knocking your foe to the ground with a strong sweep kick.

COMBO 2
Begin this combo with a jumping hard kick, then, as you land, perform three crouching weak kicks. As the final kick connects, finish the combo with a Whip Grab. Speed is the key to success. If you perform the Whip Grab too late, your opponent has the chance to counter your throw.

COMBO 3
Execute a crouching strong kick, followed by a low Whip Grab to throw your opponent into the air. While your opponent is still airborne, unleash the X attack for a massive 50% damage.

SPIRAL

Spiral has a good selection of special moves, and her X attack can land a mindboggling 19 hits if performed correctly.

X-MOVES

LEVEL 2
→↘↓↙←+Three Punches. Surrounds Spiral with swords.

LEVEL 3
↓↘→+Three Punches. Super morphing combo attack.

COMBO ATTACKS

COMBO 1
Begin by surrounding Spiral with her floating swords, then move toward your opponent throwing the swords as you get closer. Your enemy has to block the incoming projectile and this makes them easy meat for a throw.

COMBO 2
Jump toward your opponent and attack with a strong punch. When you land, go straight into a weak crouching kick. As the kick makes contact, hit the strong punch button.

COMBO 3
Use one of the combo attacks outlined above to stun your opponent, then attack with your X move—you're guaranteed 19 hits!

COLOSSUS

Colossus is the powerhouse of the X-Men. His strength comes at the expense of speed, this doesn't stop him being a force to be reckoned with.

X-MOVES

LEVEL 2
↓↘→+Kick. Rising Shoulder Charge.

LEVEL 3
↓↘→+Three Punches. Human Torpedo, can be used in midair.

COMBO ATTACKS

COMBO 1
Back your opponent into the corner, and throw a standing strong punch. As the punch connects, start the motion for a shoulder uppercut. If you're really quick, you can land a medium kick and gain a third hit.

COMBO 2
Jump toward your opponent and attack them with a weak punch while in midair. Follow this offensive assault with a crouching medium kick as you land—this throws them offguard. As the kick lands, quickly do the motion for a super move to finish the combo.

COMBO 3
Get in close and throw a strong punch, followed by a crouching medium punch. As the opponent reels backward, do the motion for Colossus's X move.

Cheats

PLAY AS AKUMA
This cheat was found on the arcade and Saturn versions:

PLAYER 1
On the character selection screen, move to Spiral and wait for three seconds. Now move through the following characters without stopping; Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, and end with Silver Samurai. Wait for three seconds again then hold Weak Kick, Hard Punch and Hard Kick together.

PLAYER 2
Move to Storm and wait for three seconds. Move through Cyclops, Colossus, Iceman, The Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and end on Spiral. Wait for three seconds, then hold Weak Kick, Hard Punch and Hard Kick together.

Zero Divide™

Zero Divide **is a worthy fighter. The robot characters move with a grace and speed that belies their huge bulk; the attacks are varied, but not so much so that some battles are foregone conclusions regardless of the skill factor; and the emphasis on direct punching and kicking makes tactics much more important than in regular "fireball-fireball-uppercut"-style beat-'em-ups—it's almost *Virtua Fighter* with robots! Check out the slick bonus game too—the cheats section tells you how to get it.**

Basic Brutality

These moves are common to all characters:

LEAP
Tap → → to leap forward, or ← ← to leap backward.

RUN
Tap → → (and hold) to run toward your opponent.

SIDESTEP
Tap ↓↓ or ↑↑ and then Guard

THROW
Press Guard + Punch together.

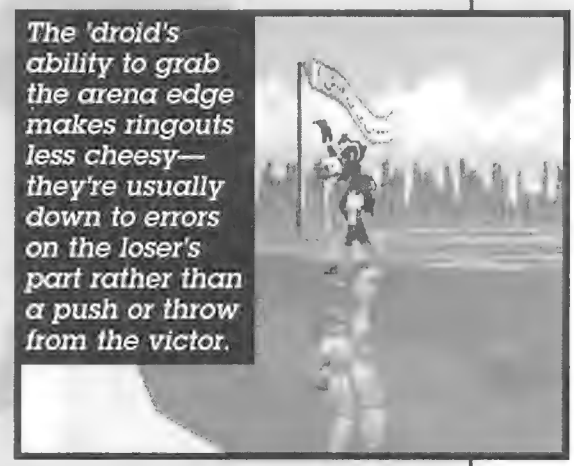
AFTER FALLING, ROLL AWAY
Press ←

ROLL TO THE SIDE
Press ↓ + Guard

RISE AND MID-KICK
Press ↑ + Kick

RISE AND LOW KICK
Press ↓ + Kick

NOTE ON COMBOS
The combo system in *Zero Divide* is pretty standard, but executing a decent combination attack takes a little getting used to. Button inputs have to be fast but definite—practice on the simple combos until your timing is right. Sometimes you have to press directional inputs at the same time as attacks. For example, →+Punch requires the → and the Punch to be hit at exactly the same time, instead of the more usual 'hold → and press Punch' model. Again, practice makes perfect.



The 'droid's ability to grab the arena edge makes ringouts less cheesy—they're usually down to errors on the loser's part rather than a push or throw from the victor.

ZERO

Type	Fighter
Main	Combination
Sub	Throw
Programmer	Alex

SPECIAL MOVES

BACK KICK
←+Kick when getting up.

BRAIN BUSTER
←→→, Guard+Punch

DOUBLE SPIN KICK
Kick, Kick

EXE BREAKER
↓→, Punch. Repeat to cancel

HAMMER KICK
←→, Kick

INTERRUPTER
Punch, hold ↓, Punch

MIDDLE KICK
Kick when getting up

ONE HAND THROW
Guard+Punch

RAID ELBOW
→→, Punch

RAID KNEE KICK
→+Kick

RAID SLICE KICK
→→+Kick

RAID SOLE BUTT
→+Punch+Kick

REVERSE NECK BREAKER
Guard+Punch when behind a foe

RISING PALM
→+Punch (when getting up)

TOE CUTTER
↖+Kick

Zero's Hammer Kick is a traditional ax kick.

ATTACKING A FALLEN FOE

BODY PRESS
↑+Punch

MEGATON BODY PRESS
Hold ↑+Punch

HEEL PRESS
↓+Kick

COMBOS

TWO-HIT
Punch, Kick

BASIC PATTERN
Punch, Punch, Kick

POWER PLUS
Punch, Punch, ↓+Punch, →+Punch, ↓→, Punch

POWER PUNCHES
Punch, Punch, ↓+Punch, →+Punch

DOUBLE SPIN KICK/ HAMMER KICK
Kick, Kick, ←→, Kick

PUNCH, UPPERCUT
Punch, hold ↑, Punch

RISING PALM
Punch, Punch, Punch, →+Punch

SPIN KICK
Punch, Punch, Punch, Punch+Kick

TAU

Type	Creature
Main	Neil
Sub	Tail Needle
Programmer	Thor

SPECIAL MOVES

BUGGY ROLL
→↓←, Kick

FOUR FEET KICK
→→, Punch

NEEDLE THROW
Guard+Punch

ONE SIDE KICK
→→, Kick

SIDE CLAW
↘+Punch

SIDE SLIDE CHOP
↓↓→+Kick

STRAIGHT CLAW
→+Punch

T SWING
←↙↓↘→, Punch+Kick

TAIL UPPER
←↘+Kick

ATTACKING A FALLEN FOE

HEEL PRESS
↓+Kick

BODY PRESS
↑+Punch

MEGATON BODY PRESS
Hold ↑+Punch

COMBOS

SHREDDER
Punch, Punch, →+Punch, →+Punch

SMASH AND SWEEP
→↓←, Kick, ↓↓→+Kick

MULTI-HIT
Punch, Punch, →+Punch, Kick

TWO-HITTER
Punch, Kick

WILD3

Type	Soldier
Main	Knife
Sub	Shot Gun
Programmer	EXE

SPECIAL MOVES

BREAK GUN
Punch+Kick

DROP KICK
↓→, Kick

ELBOW
→←+Punch

HIGH SHOT
↓→, Punch

JACK KNIFE
↘+Punch

LOW KICK
↘+Kick

LOW SHOT
←↓+Punch

MIDDLE GUN
→→, Punch

SPIN PUNCH
→+Punch

SWING GUN
←→+Punch

TACKLE
←←→+Punch

IMPACT THROW
Guard+Punch

ATTACKING A FALLEN FOE

FINISHING SHOT
↓+Kick

HEAD CRUSHER
Hold ↓, Punch+Kick

HIP DIVE (GREAT)
Hold ↑+Punch

HIP DIVE (LIGHT)
↑+Punch

COMBOS

PUNCH/KNEE KICK
↘+Punch, →+Kick

PUNCH SMASH
↘+Punch, →→, Punch

TWO-HIT KNOCKDOWN
→+Punch, →+Kick

STRAIGHT TWO-HIT
Punch, Kick

SPEED COMBO 1
Punch, Punch, Kick, Kick

SPEED COMBO 2
→+Punch, Punch, Punch

IO

Type	Bizarre
Main	Neil
Sub	Heel
Programmer	Alex

SPECIAL MOVES

BLOODY BACK
Guard+Punch (when behind an opponent)

CROSS NAIL
←↓→+Punch

ESCORT THROW
Guard+Punch

HEEL CUTTER
←→+Kick

HEEL KICK
Punch+Kick

HIGH KICK
↘+Kick

KILLER CHOP
↓→, Punch

KICK COMPILER
←+Guard (Reversal)

KNEE KICK
→+Kick

MIDDLE KICK
Kick (when getting up)

NAIL SMASH
→→, Punch

NAIL STRAIGHT
→+Punch

PISTON KICK
↘+Kick, Kick

PLACE KICK
→→, Kick

PLACE STRANGLER
→→, Guard+Kick

REPLACER
↗+Guard

REWIND KICK
←+Kick

To execute a Bloody Back, Io must be behind her opponent.

ATTACKING A FALLEN FOE

NAIL CHOP
↓+Punch

HEEL PRESS (LIGHT)
↑+Punch

HEEL PRESS (GREAT)
Hold ↑+Punch

COMBOS

TWO-HIT
Punch, Kick

DOUBLE CLAW
Punch, Punch

PLACE ATTACK
→→, Punch, →→, Kick

HIGH CLAW, LOW CLAW
→→, Kick, ↓+Kick

SLIDE CUTTER
→→, Punch, Punch, Kick

SINNING CUTTER
Punch, Punch, Punch+Kick, Punch+Kick

SPINNER
Punch, Punch, Kick, Kick

EO

Type	Judo
Main	Karate
Sub	Throw
Programmer	Leonard

SPECIAL MOVES

ASHIZURI
↘+Kick

KARATEBARI
←, Guard+Punch. Beats high guard.

KAWARAGATAME
←+Guard. Reverses high punches.

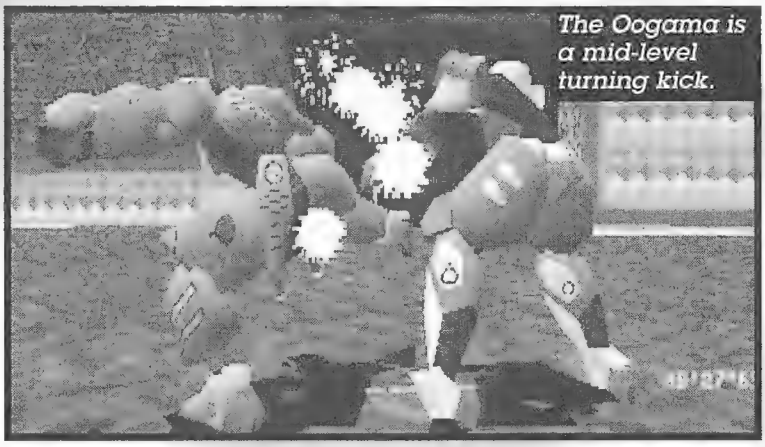
KUMAGOROSHI
Guard+Punch when behind an opponent.

MOROTEBARI
↓↘, Guard+Punch. Beats low guard.

NAKA URADATAMI
←+Punch

ONIGOROSHI
↓+Punch+Kick together when opponent is crouching.

OOGAMA
→→, Kick



RIKIDOU
→→, Punch

SEOINAGE
Guard+Punch (close)

SHITA URADATAMI
↘+Punch

SUNEARAI
→→↘+Kick

UWA URADATAMI
→+P

TATAMIKUZUSHI
→→, Punch+Kick

TATAMINUI
→→→, Punch

TATAMISUKUI
↓↘, Punch

TOMOENAGE
←+Guard+Kick (close)

UCHINATA
↓→, Kick

ATTACKING A FALLEN FOE

ACHO
↓+Punch

KAWARAWARI
↑+Punch

OOKAWARAWARI
Hold ↑+Punch

COMBOS

NIMAI DATAMI
Punch, Kick

TATAMIBARASHI
↓→, Kick, ↘+Punch

TATAMIGAESHI
←+Punch, →+Punch

TATAMINUI
→→→, Punch, Punch

TATAMIOTOSHI
→+Punch, ↓+Punch

CYGNUS

Type	Ninja
Main	Lightblade
Sub	Ninpo
Programmer	Leonard

SPECIAL MOVES

GANSEKI
←←, Kick

IAIGIRI
←+Punch

IAIZUKI
→→, Punch

NAGAREZUKI
Punch while dashing.

NAKAHAYATE
→+Kick

NINPO GOZAGAESHI
↓↘, Guard+Punch. Defeats high and low guards.

NINPO OOKANAZUCHI
Guard+Punch (close)

NINPO TARUOTOSHI
Guard+Punch when behind an opponent.

NINPO YASHICHI
↗+Guard

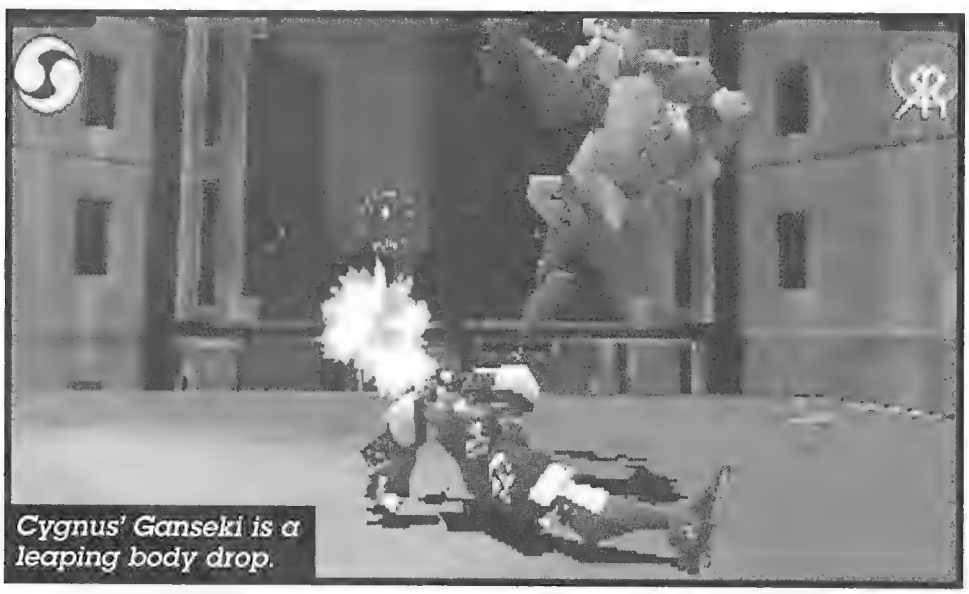
SEIBAI
←→, Punch+Kick

SHINKUUGIRI
↓←, Punch+Kick

SHITAHAYATE
↘+Kick

SHITAOOZATOU
↘, Punch

TOBIZATOU
↑+Punch



Cygnus' Ganseki is a leaping body drop.

ATTACKING A FALLEN FOE

JOUBUTSU
↓+Punch

HAYANIE (LIGHT)
↑+Punch

HAYANIE (GREAT)
Hold ↑+Punch

COMBOS

UWAHAYATE
Kick, Kick

NIMAIBA
Punch, Kick

WALKING KICKS
Tap ↘, Kick, Kick

NINPO OODOKEI
↓↓↓, tap Punch+Kick repeatedly

TRIPLE PUNCH
Punch, Punch, Punch

ZATOUGIRI PLUS
→→, Punch, Punch, Punch

ZATOUMAWASHI
←+Punch, ↘+Punch

ZATOUSHITAHAYATE
←+Punch, ↘+Kick, ↘+Kick

DRAGO

Type	Dragon
Main	Tail
Sub	Breath
Programmer	Thor

SPECIAL MOVES

HEAD BUTT
→+Punch

TAIL BACK
→→, Kick

MIDDLE KICK
→+Kick

LOW KICK
↘+Kick

TAIL DIVE
↑+Kick

HIGH BLAZE
→→, Punch

UPPER BLAZE
↑+Punch

LOW BLAZE
←↘+Punch

MONGOLIAN PUNCH
←→+Punch

SHOULDER TAIL
←↓→, Kick

HYPER HEAD BUTT
↘+Punch

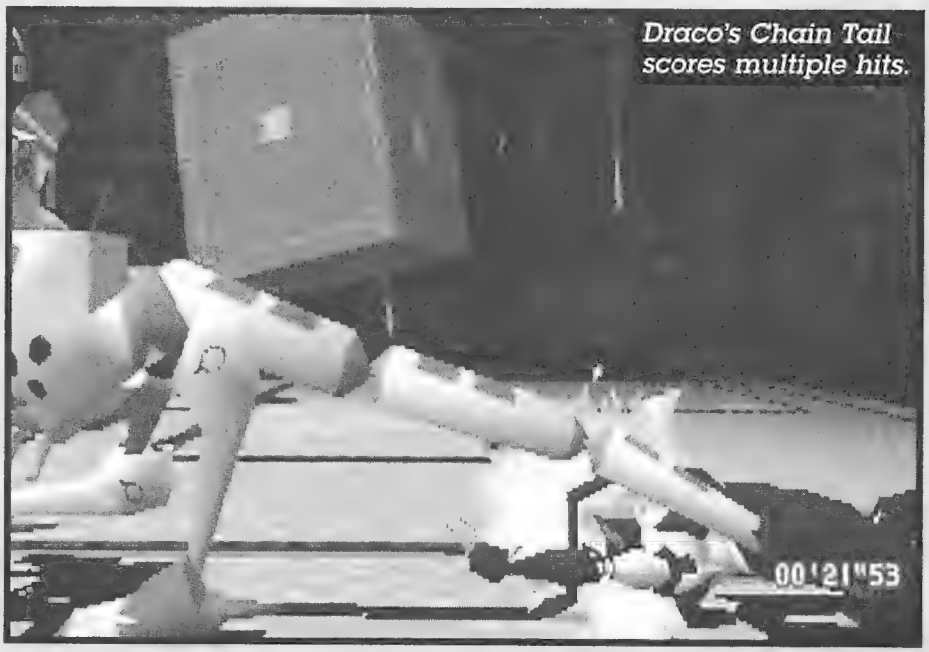
DRAGON NIP
Guard+Punch (close)

BARBECUE
←→, Guard+Punch+Kick

ATTACKING A FALLEN FOE

CHAIN TAIL
Hold ↓ and tap Kick repeatedly for multiple hits.

TAIL BOMB
↓+Punch+Kick



Draco's Chain Tail scores multiple hits.

COMBOS

TWO-HIT
Punch, Kick

TAIL BACK
→→, Kick, Kick

THREE-HIT
Punch, ↓+Punch, Kick

TRIPLE STRIKE
→+Punch, Kick, Punch

RAPID NAIL
Punch, →, Punch, Punch, Punch, ↓, Kick

NEREID

Type	Monster
Main	Neil
Sub	Drill
Programmer	Thor

SPECIAL MOVES

BAD SLIDE
Punch+Kick

BLOODY CHOP
→+Punch+Kick

COOL KICK
←↘+Kick

CRAZY DRILL
Guard+Punch (close)

DIRTY UPPER
Punch when getting up.

DRILL KING
→→, Punch

FOOL KICK
←+Kick

GADDEM DRILL
→↓, Punch+Kick

GUARD BREAKER
Punch+Kick+Guard. Defeats high guard.

HEEL HAMMER
↓+Kick

KILLER NAIL
→+Punch

LOW STAB
↘, Punch

STEP BACK STEP
Hold Guard, ←← when opponent is behind you.

SUPER BAD THROW
Guard+Punch when opponent is behind you.

UNFAIR PUNCH
←+Punch

ATTACKING A FALLEN FOE

DRILL PRESS
↓+Kick

HELL PRESS (LIGHT)
↑+Punch

HELL PRESS (GREAT)
Hold ↑+Punch

COMBOS

TWO-HIT
Punch, Kick

CRAZY MACHINE
→+Punch, ←+Punch, Punch, Punch

HAPPY NAIL
Punch, Punch, →, Punch, Punch

ROAD RASH ATTACK
Punch, Punch, →+Punch, ←+Punch

STUPID
←+Kick, →+Kick, Punch, Punch

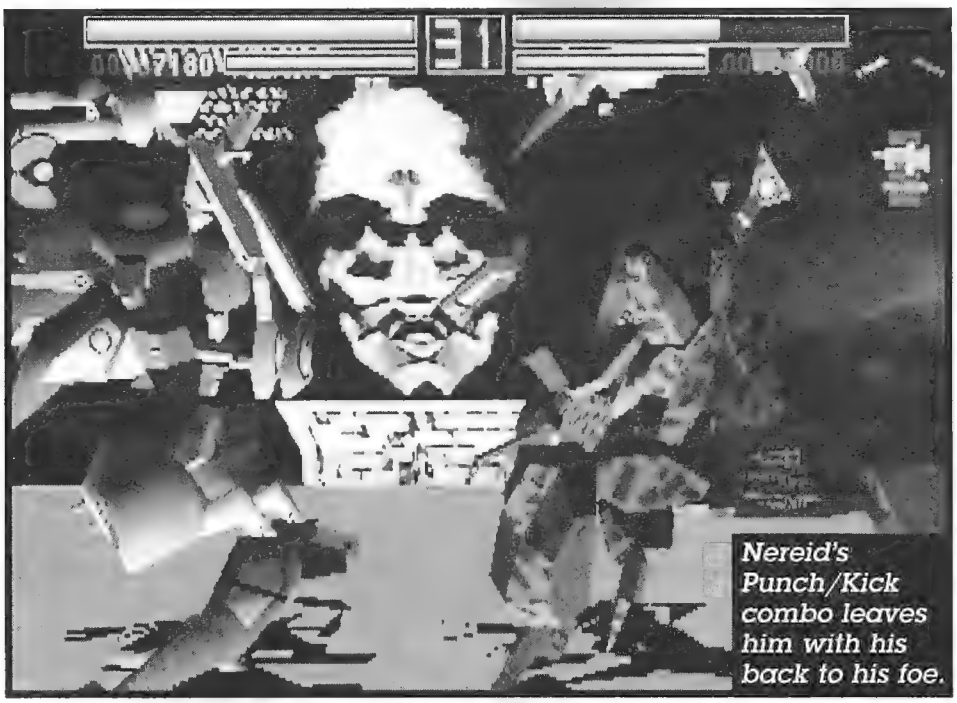
GUARD BREAK/KICK
Punch+Kick+Guard, ←+Kick

GUARD BREAK/PUNCH
Punch+Kick+Guard, →+Punch

DRILL KING ATTACK
→→, Punch, →+Punch

KILLER NAIL SLIDE
→+Punch, Punch+Kick

LOW STAB SLIDE
↘+Punch, Punch+Kick



Nereid's Punch/Kick combo leaves him with his back to his foe.

Cheats

FIGHT AS XTAL

To fight as Xtal, beat the game on 'Normal' difficulty setting or higher without using any continues.

FIGHT AS ZULU

To fight as Zulu, you must play through the entire game and defeat him with each character. This works on any difficulty level, and continues are allowed.

FIGHT AS NECO

To fight as Neco, play through the entire game with both Zulu and Xtal. This works on any difficulty level, and continues are allowed.

COLOR SELECT

After beating the game, you can choose from 16 different color schemes for the character you select. To choose a different color, hold 'Select' and press an attack button. Player 1 and Player 2 each have their own set of eight color palettes.

SPECIAL CONGRATULATIONS SCENE

Play until your total playing time exceeds 200 hours. You get a special congratulations screen with cool artwork of the characters.

HIDDEN GAME

To play the hidden game, *Tiny Phalanx*, turn off your machine and hold 'Select' and 'Start' on the second controller, then boot up the machine again. Continue to hold down the buttons after the Zoom logo appears—keep them held down until the hidden game loads up. Get the high score and beat the game and you're eligible to fight Neco.

The hidden game, Tiny Phalanx, is a really great shoot-'em-up.

PART 2

The Future

So far we've covered the 20 hottest beat-'em-ups available. But what about those cutting-edge fighters that aren't ready for general release yet—games like Midway's awesome successor to the *Mortal Kombat* series, *War Gods*, and the mind-blowing *Soul Edge*? Well, to satisfy the needs of fight fans around the world, we've searched the World Wide Web and compiled guides to five of the hottest prospects for the coming year. Make no mistake, these arcade monsters are setting the standard by which all fighting games will be judged. Our special thanks go out to all who contributed information. Due to time constraints not all the moves have been checked, so if you find a dud move don't bawl us out... get on the net and share your knowledge. Remember, us fight fans have gotta stick together.

Samurai Shodown III®

This is the third in the *Samurai Shodown*, series, and arguably the best. There are various differences between this game and its illustrious predecessor. Throws now push a foe instead of causing damage, creating the opportunity for a few hard attacks. Also you can now block in midair, and side-step too, adding depth to the game. If your local arcade has *Samurai Shodown III*, give it a look. You'll definitely be impressed!

Basic Brutality

COMMON MOVES

DASH FORWARD
→→

HOP BACKWARD
←←

ROLL FORWARD
→ after falling

ROLL BACKWARD
← after falling

DODGE ATTACKS
Weak Slash and Medium Slash

DODGE AROUND OPPONENT
→+Weak Slash and Medium Slash when close

HOPPING GUARD CRUSH
Medium Slash and Hard Slash (Can only be blocked high)

PUSHING GUARD CRUSH
→+Hard Slash when close (works like a throw).

PULLING GUARD CRUSH
←+Hard Slash when close (works like a throw).

CHARGE RAGE GAUGE
All three slashes

UNBLOCKABLE ATTACK
→→+Hard Slash

AGGRESSIVE BLOCK
←↙↓↘→ (no button). Need weapon.

COUNTER STRIKE THROW
←↙↓↘→ (no button). Without weapon.

HAOHMARU

CHIVALRY MOVES

CHIVALRY POWER
→, ←↙↓↘→+Hard Slash+Kick

CYCLONE SMASH
↓↘→+Slash

CRESCENT MOON SLASH
→, ↙↓↘+Slash

EARTHQUAKE SLICE
←↓↙+Slash

FLYING CYCLONE SMASH
In the air, ↓↘→+Slash

TREACHERY MOVES

TREACHERY POWER
←, ↓↙←, ↓↙+Slash

CYCLONE HOMICIDE SLASH
↓↘→+Slash

CRESCENT MOON SLASH
→, ↙↓↘+Slash

TYPHOON WAVE
↓↘→+Kick

SERENE SLICE
↓↙←, →+Slash

UKYO TACHIBANA

CHIVALRY MOVES

CHIVALRY POWER
→, ←, →+Hard Slash+Kick

SNOWFALL SLASH
↓↙←+Slash

SWALLOW SWIPE
In the air, ↙↓↘→+Slash

HAZE KICK
↓↘→+Slash

HEAVEN'S GALES
→↘↓↙←+Hard Slash, Weak Slash

TREACHERY MOVES

TREACHERY POWER
←↙↓↘→, ←+Kick+Hard Slash

SKYLARK SWIPE
←, →+Weak Slash

SWALLOW SWIPE
In the air, ↙↓↘→+Slash

DREAM MIST
↘↓↙←, →+Slash

HEAT FLASH
→↓↘+Slash

NAKORURU

CHIVALRY MOVES

CHIVALRY POWER
←↙↓↘→, ↓↘+Hard Slash+Kick

ANNU MUTSUBE
←↙↓+Slash

LELA MUTSUBE
↓↘→+Slash

KAMUI RISSE
←↓↙+Slash

LELASHE
→↘↓↙←+Weak Slash

TREACHERY MOVES

TREACHERY POWER
←↙↓↘→→+Weak Slash+Kick

LELA O CHIKIRI
→↓↘+Kick

WOLF POUNCE
↓↙←+Kick

MYU SHIKITE
←↙↓+Hard Slash

KANTO SHIKITE
↓↘→+Hard Slash

GALFORD

CHIVALRY MOVES

CHIVALRY POWER
→↘↓↙←, →+Hard Slash

PLASMA BLADE
↓↘→+Slash

ROLLING CRUSH
→↘↘+Hard Slash

RUSH DOG
↓↙←+Weak Slash

REPLICA DOG
↓↙←+Hard Slash

TREACHERY MOVES

TREACHERY POWER
←, →↘↓↙←+Hard Slash

PLASMA FACTOR
↘+Weak Slash and Medium Slash

SHADOW COPY
→, ←, ↙↓↘→+Weak or Medium Slash

STRIKING HEADS
→↓↘+Kick

LIGHTNING SLASH
→↓↘+Hard Slash

HANZO HATTORI

CHIVALRY MOVES

CHIVALRY POWER
↓↘→, ↓↘→+Weak and Medium Slashes

EXPLODING DRAGON BLAST
↓↙←+Slash

BUDDHA REVERSE BLOW
(when hit) Weak Slash+Hard Slash

NINJA DEVIL REVERSE BLOW
(when hit) Medium Slash+Kick

NINJA SHRIKE DASH
(dash) →↓↘+Hard Slash and Kick

TREACHERY MOVES

TREACHERY POWER
↓↓↓+Weak Slash and Kick

NINJA EARTH OPENER
←↙↓↘→+Medium and Hard Slashes and Kick

EXPLODING DRAGON BLAST
↓↙←+Slash

NINJA MONKEY DANCE
←↓↙+any button

EXPLODING ATOM FLASH
→↓↘+Weak Slash and Kick

KYOSHIRO

CHIVALRY MOVES

CHIVALRY POWER
↓↘→, ↓↘→+Medium and Hard Slash

TWIRLING FLAME
↓↘→+Slash

TOAD PLAGUE
→, ←↙↓↘→+Weak and Hard Slashes

TSUNAMI CRUNCH
↓↙←+Slash

SMOULDERING BLOOD POUNCE
(during jump) ↓+Weak Slash

TREACHERY MOVES

TREACHERY POWER
↓↙←, ↓↙←+Medium and Hard Slashes

TWISTING HEAVENS
→↓↘+Slash

EIGHT COIL SERPENT
↓↙←, ↓↙←+Hard Slash

KYOSHIRO JIG
↓↘→, ↓↘→+Hard Slash

LION TAIL BLAST
→↘↓↙←+Slash

AMAKUSA

CHIVALRY MOVES

CHIVALRY POWER
←, →↓↘+Medium and Hard Slashes

HOLY SPIRIT SLICER
↓↘→+Slash

DARK DESTROYER
→, ←↙↓↘→, Hard Slash, Jump, Slash

JUDGEMENT BLOW
→↘↓+Hard Slash

PHOENIX FLASH
←→, ←→+Slash

TREACHERY MOVES

TREACHERY POWER
→, ←↓↙+Medium and Hard Slashes

EVIL HORNET GOUGE
←↙↓↘→+Kick

UNDERWORLD LORD BLAST
↓↘→+Slash

INVITATION TO EVIL
←→, ←→+Slash

MIASMA PLASMA
←↙←+Weak Slash

GENJURO

CHIVALRY MOVES

CHIVALRY POWER
→, ←↙↓↘→+Hard Slash and Kick

TRIPLE DEATH HACK
↓↘→+Slash x3

CHERRY BLOSSOM SLICE
↓↙←+Slash

DEATH DROPS
←↓↙+Hard Slash

SCARLET SLASH
→↘↓, Slash

TREACHERY MOVES

TREACHERY POWER
←, →↘↓↙←+Weak Slash and Kick

LIGHTNING WINGS
→↓↘+Slash

DEATH OF 100 DEMONS
→←→+Slash

THREE HEAVENS DEATH
↓↘→+Slash

PURPLE SUNSET
→↘↓+Slash

BASARA

CHIVALRY MOVES

CHIVALRY POWER
←↙↓↘→, ←+Kick and Hard Slash

STABBING FEET
(jump) ↓+Kick

FRIENDLY RIP
←↙↓↘→+Weak Slash

SHADOW STITCHER
→↘↓↙←+Slash

SOUL OF THE BEAST
←, ↘↓↙+Hard Slash

TREACHERY MOVES

TREACHERY POWER
←↙↓↘→, ←+Weak Slash and Kick

FRIENDLY RIP
←↙↓↘→+Weak Slash

SHADOW EXIT
→, ↙↓↘+Slash

SHADOW SUCKER
↓↙←+Kick

SHADOW FEINT
→←→+any button

SHIZUMARU

CHIVALRY MOVES

CHIVALRY POWER
→, ←↙↓↘→+Weak Slash and Kick

DOWNPOUR THRUST
→↘↓↙←+Slash

CROSSCURRENT SLICER
→, ↙↓↘+Slash

HAIL FIRE
→↘↓↙←+Weak Slash

WINDSHEAR SLICE
↓←↙+Slice

TREACHERY MOVES

TREACHERY POWER
←↙↓↘→+Hard Slash and Kick x2

RAINS OF TIME
(jump) ↑+Hard Slash

DEADLY DRIZZLE
(jump) ↓+Hard Slash

WINDSHEAR SLICE
←↓↙+Slice

MIST BLAST
↓↘→+Slash

RIMNEREI

CHIVALRY MOVES

CHIVALRY POWER
→↘↓↙←x2+Hard Slash and Kick

KAMUI SHTOKKE
↓↙←, →+Hard Slash

KNRIL MYU
←↙↓+Weak Slash

LUPU QUALL
↓↘→+Slash

KONRUL NONRIL
→↓↘+Weak Slash

TREACHERY MOVES

TREACHERY POWER
←↙↓↘→x2, Hard Slash and Kick

LUPU THOMUMU
↘, Weak Sash and Medium Slash

KONRIL SHLAYU
(jump) →↘↓+Weak Slash

LUPU DE MU
→↘↓↙←+Kick

LUPUN OH
Hit Slash repeatedly

GAIRA CAFFEIN

CHIVALRY MOVES

CHIVALRY POWER
↓↘→, ↓↘→+Weak Slash and Kick

NAG BLAST
↓↙←+Weak Slash

VICTORY RISER
→↓↘+Slash

EARTHQUAKE ASSAULT
↓↓+Weak Slash and Medium Slash

HARD HEAD GRABBER
←↓↙+Medium Slash

TREACHERY MOVES

TREACHERY POWER
↓↙←, ↓↙+Weak Slash and Kick

ONE HUNDRED DROPPER
(jump) ↓+Kick

NAG BLAST
↓↙←+Weak Slash

HEAVEN HEART SLICER
↓↙←, →+Weak and Medium slashes

HADES HEART SLICER
↓↙←, →+Hard Slash and Kick

Sonic The Fighters®

Sonic in a beat-'em-up? What can Sega be thinking? This *Virtua Fighter*esque release is aimed at the younger player, and features large, colorful sprites and easily accessible gameplay. Look out for it in an arcade near you; soon.

Basic Brutality

At the time of writing, *Sonic the Fighters* has yet to be released. These moves were taken from an early version of the game—there's a small chance they could change before it's released, but that's the risk you run if you want cutting-edge information.

SONIC

SPINNING STRIKE
↓, Punch

RAPID RUSH
tap Punch repeatedly

TRIPLE KICK
↘+Kick, Kick, Kick

SPINNING DIVE
↑+Punch

TAILS

HELICOPTER ATTACK
Punch+Kick

TRIPLE KICK
Kick, Kick, Kick

SQUASH PUNCH
→+Punch

BODY DROP
↑+Punch

STOMP
↓+Kick

KNUCKLES

GLIDING ATTACK
Punch+Kick

PUNCH SERIES
Punch, Punch, Punch

UPPERCUT
↘+Punch

BODY SPLASH
↑+Punch

BIG TRAMPLE
↓+Kick

AMY

MAGIC HAMMER
↓+Punch

SPINNING HAMMER
→+Punch

WHIRLWIND KICK
↘+Kick, Kick, Kick

HAMMER DIVE
↑+Punch

HAMMER AND NAILS
↓+Punch

FANG

RAPID ATTACKS
→+tap Punch repeatedly

TAIL SWIPE
Kick+Block

TAIL KICK
→+Kick

BODY SPLASH
↑+Punch

TAIL DOWN ATTACK
↓+Punch

BARK

HIT AND THROW
Punch, Punch, Punch

HAMMER PUNCH DIVE
↑+Punch

SUPER SWING
←, ↓, →+Punch

BEAN

SWINGING UPPERCUT
↘+Punch

RAPID BLOWS
tap Punch repeatedly

DANGER DIVE
↑+Punch

FLYING BOMB
↘+Kick

ESPIO

SPINNING TOP
↓+Punch

MEGA KICK
Kick+Block

TONGUE LASH
→+Punch

BODY SPLASH
↑+Punch

TONGUE DOWN ATTACK
↓+Punch

Soul Edge®

This game's taking the arcades by storm. You pop in for a quick game, and before you know it, it's Tuesday! Its gameplay makes it an unmissable experience, even for hardened *Street Fighter* or *Tekken* fans. Thanks to our friends on the Intenet for these great tips.

Basic Brutality

SWORD METER

Watch your sword meter. Blocking produces yellow sparks, and also drains the flaming sword meter found below your health bar. When this is empty you lose your weapon, and from then on you lose a small amount of health each time you block. Moves that require sword energy become unavailable too.

RISING MOVES

While rising from a knockdown, you can execute one of several defensive and offensive maneuvers:

↑+Guard: Roll away from camera

↓+Guard: Roll toward camera

→: Roll forward

←: Roll backward

Kick: Low kick

Vertical Attack: Mid-kick

The faster you press buttons and the controller, the quicker you get up.

SIDESTEPS

You can also sidestep during a fight:

↓↓: Step toward the screen.
↓↑↓: Step away from the screen.

When stepping away from the screen, the second ↓ is technically unneccessary, though it stops you leaping if you fluff the step.

SLIDING TACKLE OR GRAB

While running, press →→+Kick. The move executed depends on the character chosen.

THROWS

Each character has at least two throws, the nature of which depends on the fighter chosen.

- Throw 1: Guard+Horizontal Attack
- Throw 2: Guard+Vertical Attack

Other throws covering specific characters are covered in the characters' moves section.

GROUND STRIKES

- Fast Ground Strike: ↑+Horizontal or Vertical Attack
- Power Ground Strike: Hold ↑+Horizontal or Vertical Attack

The power move delivers more damage, but takes longer to execute.

LOCKED WEAPONS

This sometimes happens when two powerful attacks collide and the fighters' weapons lock together. When this happens, execute an attack as follows:

- Horizontal Attack
- High Attack
- Vertical Attack
- Mid Attack
- Kick
- Low Attack or Sweep

ALL ATTACK-BUTTON MOVES

Attacks using all three attack buttons (Horizontal, Vertical and Kick) are the most complicated of the regular moves.

By pressing all three buttons at the same time, you launch a combo attack of around four hits. This type of attack *can* be blocked, and costs you a portion of your sword energy.

If this finishes your foe, your character performs extra blows at the end of the combo by way of a fatality.

LI LONG

MOVES

ROPE ATTATCHER
←+Horizontal Attack

LOW BLOW
→+Horizontal Attack

ROPE SKIPPER
↙+Horizontal Attack

TURN AROUND
→↘↓↙←

TURN AROUND SLICE
→↘↓↙←+Horizontal Attack

CRAZY WINDMILL
Horizontal Attack+Vertical Attack

TWIN ARROW
→, Horizontal Attack+Vertical Attack

UPWARD SWIPE
↙+Vertical Attack

STRAIGHT STAB
→→+Vertical Attack

PUNISHER WHIP
→, hold →+Vertical Attack

NUNCHUKU FOOT SPIN
↓↘→+Vertical Attack

TURN AROUND/STAB BACKWARD
→↘↓↙←+Vertical Attack

HOPPING SIDE KICK
↘+Kick

LEG TAKE DOWN
→, hold →+Kick

COMBOS

JACKHAMMER
Horizontal Attack, Horizontal Attack, Kick

2 SLICES, LEG DWEEP
Horizontal Attack, Horizontal Attack, ↓+Kick

2 SLICES, LEG SWEEP, SLICE
Horizontal Attack, Horizontal Attack, ↓+Kick, Vertical Attack

2 HIGH SLICES, KICK
Horizontal Attack, Vertical Attack, Kick

2 HIGH SLICES, LOW KICK
Horizontal Attack, Horizontal Attack, ↓+Kick

TWIN SLICE
↓+Horizontal Attack, ↑+Vertical Attack

HAIL STORM
Vertical Attack, Vertical Attack, Vertical Attack

3 SLICES
↘+Vertical Attack, Vertical Attack, Vertical Attack

2 SLICES
Vertical Attack, Horizontal Attack

SLICE THEN KICK
Vertical Attack, Kick

2 STRAIGHT STABS
→→+Vertical Attack, Vertical Attack

TWIN HARPOON
Kick, Kick

HARPOON DRILLER
Kick, ↓+Kick

KICK AND SLICE
Kick, ↓+Horizontal Attack

GROUND ATTACKS

QUICK STOMP
↑+Horizontal Attack or Vertical Attack

HARD STOMP
Hold ↑+Horizontal Attack or Vertical Attack

FOOT STOMP
↘+Kick

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
→, hold →+Horizontal Attack+Vertical Attack

MITSURGI HEIJIROH

MOVES

POWER SPINNING HIGH SLICE
←+Horizontal Attack

SHIN SLICER
↙+Horizontal Attack

STEEL SLICER
Horizontal Attack+Vertical Attack

PHOENIX TAIL
→→+Horizontal Attack+Vertical Attack

WASP STINGER
→+Vertical Attack

THUNDER STRIKE
→→+Vertical Attack

LEG SWEEP
↓+Kick

STRAIGHT KICK
←+Kick

SIDE KICK
↘+Kick

COMBOS

3 PUNCHES
Horizontal Attack, Vertical Attack, Horizontal Attack

2 HIGH, 1 MID, UPWARD SLICE
Vertical Attack, Vertical Attack, Horizontal Attack, Vertical Attack

2 HIGH, 1 MID, LOW SLICE
Vertical Attack, Vertical Attack, Horizontal Attack, ↓+Horizontal Attack

LEG SWEEPER
→+Kick, Vertical Attack

SWEEP TO AN UPWARD SLICE
↓+Kick, Vertical Attack

FORWARD KICK, DOWNWARD SLICE
←+Kick, Vertical Attack

GROUND ATTACKS

QUICK SWORD DRIVE
↑+Horizontal Attack or Vertical Attack

HARD SWORD DRIVE
Hold ↑+Horizontal Attack or Vertical Attack

SWORD STAB
↘+Vertical Attack

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
↓↘→+Vertical Attack+Kick

VOLDO

MOVES

LEG TRAP
→→+Horizontal Attack+Vertical Attack

DEADLY ROSE
Horizontal Attack+Kick

HEAVEN'S SWING
↓+Vertical Attack

DEMON ELBOW
→→+Vertical Attack

DOUBLE LOW KICK
↘+Kick

HIGH VERTICAL KICK
↙+Kick

COMBOS

RAT CHASE
↓+Horizontal Attack, Horizontal Attack, Horizontal Attack

MUTILATOR
Horizontal Attack, Horizontal Attack, Vertical Attack

KILLER X
Vertical Attack, Vertical Attack

5 OVERHEAD SLICES
Vertical Attack, Vertical Attack, Vertical Attack, Vertical Attack, Vertical Attack

2 SPINNING UPWARD SLICES
↓+Vertical Attack, Vertical Attack

GROUND ATTACKS

QUICK KATAR DRIVE
↑+Horizontal Attack or Vertical Attack

HARD KATAR DRIVE
Hold ↑+Horizontal Attack or Vertical Attack

STAB
↘+Horizontal Attack, then Horizontal Attack, Horizontal Attack

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
↑, ↓+Horizontal Attack+Vertical Attack

TAKI

MOVES

BACK FLIP
↖

HARD SLICE
←+Horizontal Attack

FAST LOW SLICE
↓+Horizontal Attack

REAPING HOOK
↙+Horizontal Attack

HIGHSLICE
→→+Horizontal Attack

ROLL FORWARD
↓↘→+Horizontal Attack

FORWARD LEAPING KICK
→→+Horizontal Attack+Vertical Attack

HANDSTAND SPINNING KICK
Horizontal Attack+Kick

HANDSTAND INTO A SPINNING KICK
→→+Horizontal Attack+Kick

UPWARD SLICE
Vertical Attack

SLOWER LOW SLICE
↓+Vertical Attack

MID-LEVEL STOMACH STAB
→→+Vertical Attack

DEATH SPIN
↓↘→+Vertical Attack

WINDMILL KICK
Hold →+Kick

SPINNING SWEEP
↓+Kick

OVERHEAD FLIP KICK
→+Kick

ROUNDHOUSE
↓↙←+Kick

WHIRLWIND
→, hold →+Kick

MID-LEVEL JUMP KICK
→→+Kick

ROLL INTO A LOW SWEEP
↓↘→+Kick

COMBOS

KILLER ICE PICK
→+Horizontal Attack, Vertical Attack, Vertical Attack, Vertical Attack

2 SLICES AND A KICK
Horizontal Attack, Vertical Attack, Kick

2 SLICES AND A SWEEP
Horizontal Attack, Vertical Attack, ↓+Kick

SLICE THEN HEEL KICK
Horizontal Attack, Kick

SLICE THEN MID-KICK
Horizontal Attack, ↓+Kick

LIGHTNING STRIKE
Vertical Attack, Vertical Attack, Vertical Attack

THREE SLICES
Vertical Attack, Vertical Attack, Horizontal Attack

UPWARD SLICE, DOWNWARD STAB
Vertical Attack, Horizontal Attack

2 SLICES AND A KICK
Vertical Attack, Horizontal Attack, Kick

2 SLICES AND A SWEEP
Vertical Attack, Horizontal Attack, ↓+Kick

SLICE, HEEL KICK
Vertical Attack, Kick

SHOOTING STARS
Kick, Kick, Kick

2 SIDE KICKS, GLOWING SIDE KICK
↘+Kick, Kick, Kick

2 KICKS AND LEG SWEEP
Kick, Kick, ↓+Kick

GREAT LOOP
↓+Kick, Kick

2 ROUNDHOUSES AND A HIGH SLICE
Kick, Kick, Horizontal Attack

GROUND ATTACKS

QUICK KATANA STAB
↑+Horizontal Attack or Vertical Attack

HARD KATANA STAB
Hold ↑+Horizontal Attack or Vertical Attack

BACKFLIP STOMP
↘+Kick

UNBLOCKABLE
→↘↓↙←+Vertical Attack

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
↓, ↑+Vertical Attack+Kick

SOPHITA ALEXANDER

MOVES

MAIDEN REVENGE
←+Horizontal Attack

STAB
→+Horizontal Attack

LOW SLICE
↘+Horizontal Attack

SPIN ANKLE KICK
Horizontal Attack+Kick

SUNRISE SLICE
↓+Vertical Attack

FAST TURNING SLICE
↙+Vertical Attack

TURNING SLOW SLICE
←+Vertical Attack

ANGEL STRIKE
↓↘→+Vertical Attack

RUNNING SHIELD UPPERCUT
→, ↓↘→+Vertical Attack

WHITE FLASH
↗+Kick

LOW KICK
↘+Kick

MOON FLIP
↙+Kick

COMBOS

2 SLICES. ANKLE SLICE
Horizontal Attack, Horizontal Attack, ↓+Horizontal Attack

2 SLICES. SUNRISE SLICE
Horizontal Attack, Horizontal Attack, Vertical Attack

3 SLICES.ROUNDHOUSE
Horizontal Attack, Horizontal Attack, Horizontal Attack, Kick

2 HIGH SLICES. LEG SWEEP
Horizontal Attack, Horizontal Attack, ↓+Kick

3 MEDIUM SLICES
Vertical Attack, Vertical Attack, Vertical Attack

2 SLICES. SHIELD
Vertical Attack, Vertical Attack, Horizontal Attack, Vertical Attack

2 SLICES. SHIELD. OVERHEAD
Vertical Attack, Vertical Attack, Kick, Kick

2 SLICES. 2 KICKS
Vertical Attack, Vertical Attack, ↓+Horizontal Attack

2 SLICES.LOW SLICE
Vertical Attack, Vertical Attack, ↓+Kick

2 MEDIUM SLICES.LEG SWEEP
←+Horizontal Attack, Vertical Attack

TURNING SLOW SLICE. FAST SLICE
←+Horizontal Attack, Vertical Attack

WHITE FLASH. BALLERINA SLICE
↗+Kick, Horizontal Attack

WHITE FLASH. SWORD POUNCE
↗+Kick, Vertical Attack

WHITE FLASH. BACKFLIP
↗+Kick, Kick

GROUND ATTACKS

QUICK SHORT SWORD POUNCE
↑+Horizontal Attack or Vertical Attack

HARD SHORT SWORD POUNCE
Hold ↑+Horizontal Attack or Vertical Attack

STAB
Hold ↘+Vertical Attack then Vertical Attack, Vertical Attack, Vertical Attack

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
↓↘→+Guard+Horizontal Attack

SEIGFRIED

MOVES

WHEEL TURNER
→+Horizontal Attack

TURN SLICE
←+Horizontal Attack

HOPPING LATE HORIZONTAL SLASH
↗+Horizontal Attack

SPINNING ROUNDHOUSE KICK
Horizontal Attack+Kick

SLEDGE HAMMER
→→+Horizontal Attack+Vertical Attack

JUMP KICK ON SWORD LIFT
→→+Horizontal Attack+Kick

DRILLING HORN
→+Vertical Attack

SWORD IMPALE
↙+Vertical Attack

HEAD BUTT
←+Vertical Attack

UPWARD VERTICAL SLASH
↘+Vertical Attack

CROUCHING DOWNSWING
↓+Vertical Attack

GUT STAB
→→+Vertical Attack

SKULL SCRAPPER
←←+Vertical Attack

RUNNING LEG TAKE DOWN
→→+Kick

COMBOS

CROUCHING KICK, LEG SWEEP
↘+Kick, Kick

MEGA SMASH
Horizontal Attack, Horizontal Attack, Vertical Attack, ↓↘→+Vertical Attack

BRAIN MASHER
Vertical Attack, Vertical Attack, Vertical Attack

TRIPLE HEADBUTT
←+Vertical Attack, Horizontal Attack, Vertical Attack

A DOWNSWING AND A FRONTAL KICK
Vertical Attack, Kick

BLACKMAIL
←←+Vertical Attack, Vertical Attack

2 DOWNSWINGS, FRONTAL KICK
Vertical Attack, Vertical Attack, Kick

CROUCHING KICK, LEG SWEEP, HEAD BUTT
↘+Kick, Kick, Vertical Attack

IMPALE YOUR OPPONENT
↙+Vertical Attack. During move, ←+Vertical Attack

GROUND ATTACKS

QUICK SWORD POUNCE
↑+Horizontal Attack or Vertical Attack

HARD SWORD POUNCE
Hold ↑+Horizontal Attack or Vertical Attack

SLEDGE HAMMER
→→+Horizontal Attack+Vertical Attack

STOMP
Hold ↘+Kick then Kick, Kick, Kick

UNBLOCKABLE GLOWING ZWEIHANDER SMASH
↓↘→+Vertical Attack

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
→↓↘+Vertical Attack+Kick

SEUNG MINA

MOVES

BACK GLAIVE STRIKE
→+Horizontal Attack

SPINNING BLADE
→+Kick

SPINNING SPARROW
↘+Horizontal Attack

MOUNTAIN CRUSHER
→→+Kick

LOW SLICE
↘+Vertical Attack

STARLIGHT EXPLOSION
Horizontal Attack+Vertical Attack

AXLE KICK
Vertical Attack+Kick

COMBOS

GLAIVE SLICE, BACK GLAIVE SLICE, SLICE, LEG SWEEP
Horizontal Attack, →+Horizontal Attack, Horizontal Attack, ↓+Kick

2 SLICES, UPWARD SLICE
Horizontal Attack, Horizontal Attack, Vertical Attack

SLICE, KICK
→+Horizontal Attack, Kick

2 SLICES, ROUNDHOUSE
Horizontal Attack, Horizontal Attack, Kick

3 SLICES, WHIRLWIND KICK
Horizontal Attack, Horizontal Attack, Horizontal Attack, Kick

3 SLICES, LEG SWEEP
Horizontal Attack, Horizontal Attack, Horizontal Attack, ↓+Kick

STARLIGHT EXPLOSION, GLAIVE SPIN
Horizontal Attack+Vertical Attack, →+Horizontal Attack

STARLIGHT EXPLOSION, GLAIVE SPIN, OVERHEAD SLICE
Horizontal Attack+Vertical Attack, →+Horizontal Attack, Vertical Attack

2 STARLIGHT EXPLOSION
Horizontal Attack+Vertical Attack, →↘↓↙←+Vertical Attack

TRIPLE WAVE
Vertical Attack, Vertical Attack, ↓+Horizontal Attack

2 SLICES
Vertical Attack, Horizontal Attack

HIGH SLICE, LOW SLICE
Vertical Attack, ↓+Horizontal Attack

SLICE, KICK
Vertical Attack, Kick

GLAIVE STAB, DOWNWARD SLICE
→+Vertical Attack, Vertical Attack

GLAIVE STAB, WRAP-A-ROUND SLICE
→+Vertical Attack, Horizontal Attack

GLAIVE STAB, ANKLE CHOP
→+Vertical Attack, ↓+Horizontal Attack

SKYSCRAPER
←+Vertical Attack, ↓+Horizontal Attack+Vertical Attack

RUNNING TRIPLE KICK
→→+Kick, Kick, Kick

METEOR SHOWER
Vertical Attack, Vertical Attack, Vertical Attack

100% METEOR SHOWER, GLOWING GLAIVE SMASH
Vertical Attack, Vertical Attack, Vertical Attack, ↗+Horizontal Attack+Vertical Attack

GROUND ATTACKS

QUICK SWORD DRIVE
↑+Horizontal Attack or Vertical Attack

HARD SWORD DRIVE
Hold ↑+Horizontal Attack or Vertical Attack

STOMP
↘+Kick

UNBLOCKABLE GLOWING GLAIVE SMASH
↗+Horizontal Attack+Vertical Attack

FAKE GLOWING GLAIVE SMASH
As soon as start the move, press and hold Guard.

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
←←+Horizontal Attack+Vertical Attack

ROCK ADAMS

MOVES

DISCUS THROWER
↙+Horizontal Attack

HEAD BUTT
←+Vertical Attack

SHIN SLICER
→+Horizontal Attack

PUSHING AX
→→+Vertical Attack

AX SWING
→→+Horizontal Attack+Vertical Attack

ROCK CLIMBER
→+Kick

LEG SWEEP
↙+Kick

BEAR TACKLE
←+Horizontal Attack+Vertical Attack

BUFFALO'S CHARGE
→→+Kick

WISHBONE
→→+Horizontal Attack+Kick

HIT GROUND OPPONENT
↑+Kick

COMBOS

TORNADO
→→+Horizontal Attack, Vertical Attack

2 LOW SWINGS, REGULAR SWING
↓+Horizontal Attack, Horizontal Attack, Vertical Attack

AX SWING, POKE
Horizontal Attack, Vertical Attack

PISTON ATTACK
Vertical Attack, Vertical Attack, Vertical Attack

AX SWING, ROUNDHOUSE
Horizontal Attack,Kick

FRONT AX, BACK AX
Vertical Attack, Horizontal Attack

2 AX SWINGS
←+Horizontal Attack,Vertical Attack

SIDE KICK, AX SWING
↘+Kick, Horizontal Attack

LOW SWING, SUNRISE AX
↓+Horizontal Attack, Vertical Attack

GROUND ATTACKS

QUICK AX POUND
↑+Horizontal Attack or Vertical Attack

HARD AX POUND
Hold ↑+Horizontal Attack or Vertical Attack

LEG GRAB, SWING, AND TOSS
↘+Guard+Horizontal Attack

CRITICAL EDGE

Horizontal Attack+Vertical Attack+Kick

EXTENDER
↓↙←+Guard+Horizontal Attack

HIDDEN CHARACTER–HWANG

MOVES

POWER SPINNING HIGH SLICE
←+Horizontal Attack

STEEL SLICER
Horizontal Attack+Vertical Attack

PHOENIX TAIL
→, hold →+Horizontal Attack+Vertical Attack

WASP STINGER
→+Vertical Attack

FAST SPINNING SLICE
←+Vertical Attack

THUNDER STRIKE
→, hold →+Vertical Attack

LEG SWEEP
↓+Kick

SIDE KICK
↘+Kick

ROUNDHOUSE
←+Kick

RUNNING SLIDE
→→+Kick

HOPPING TURN AROUND KICK
→, hold →+Kick

COMBOS

2 HIGH SLICES, CRESCENT SLICE
Horizontal Attack, Horizontal Attack, Vertical Attack

WHIPPING SLICE, MID-SLICE, OVERHEAD SLICE
↘+Horizontal Attack, Horizontal Attack, Vertical Attack

2 HIGH SLICES, MID-SLICE, AND UPWARD GLOWING SLICE
Vertical Attack, Vertical Attack, Horizontal Attack, Vertical Attack

SIDE KICK AND OVERHEAD KICK
Kick, Kick

2 HIGH SLICES, MID-SLICE, LOW SLICE
Vertical Attack, Vertical Attack, Horizontal Attack, ↓+Horizontal Attack

HOPPING TRIPLE TURN AROUND KICKS
→, hold →+Kick, Kick, Kick

GROUND ATTACKS

QUICK SWORD DRIVE
↑+Horizontal Attack or u+Vertical Attack

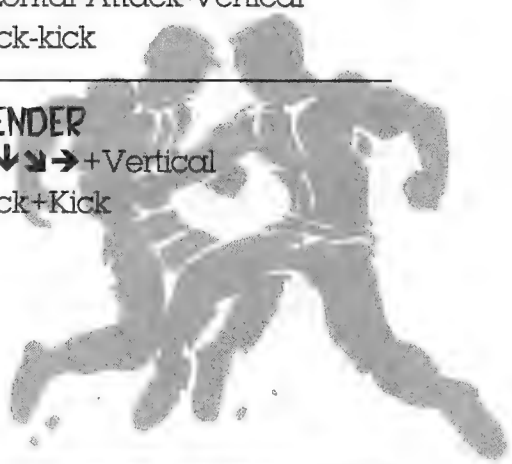
HARD SWORD DRIVE
hold ↑+Horizontal Attack or hold ↑+Vertical Attack

FOOT STOMP
↘+Kick

CRITICAL EDGE

Horizontal Attack-Vertical Attack-kick

EXTENDER
←↙↓↘→+Vertical Attack+Kick



Cheats

PLAY AS HWANG

Hold the START button.

PLAYER 1
Begin at Mitsurugi. Press ↑↓. Move to Taki. Press ↑↑↓↓. Move to Rock. Press ↓↑↓↑. You hear a "ding" if you execute it correctly. Once you hear it press ← and Hwang appears.

PLAYER 2
Begin at Siegfried. Press ↑↓. Move to Li Long. Press ↑↑↓↓. Move to Voldo. Press ↓↑↓↑. You hear a "ding" if you execute it correctly. Press → to get Hwang.

Street Fighter Alpha 2™

Another day, another dollar, another *Street Fighter* game. This tourney takes place after the first *Street Fighter Alpha*, but before *Street Fighter 2*. Thus the 'original' *Alpha* characters are there, but also some fresh faces from *SFII*. Hidden characters Akuma and Dan are now selectable straight away, *Final Fight*'s Rolento makes an appearance and two new characters join the fray. Make way for Sokaku and Gen...

Basic Brutality

Very little has changed from the first *Street Fighter Alpha*, except for the Custom Combos...

CUSTOM COMBOS

In this sequel the auto combos (also known as Super Finishing Moves), which previously could be performed when the Super Bar was full, have been removed and replaced by the Custom Combo system. Power levels are now charged in three parts—when one level is charged (this is done by pressing two punches and a kick or two kicks and a punch), you're character is given a Timed Mode. This is similar to an auto combo in *Super SFII Turbo* and *Street Fighter Alpha*, but the strikes and blows are fully controllable—hence Custom Combos.

ADON

FRONT KICK
↘+Medium Kick

JAGUAR KICK
←↓↙+Kick

JAGUAR KNEE
↓↘→↗↑+Kick

JAGUAR TOOTH
→↘↓↙←+Kick

SUPER COMBO 1
↓↘→, ↓↘→+Punch

SUPER COMBO 2
←, ↓↙←↓↙+Kick

AKUMA

DIVING KICK
In the air, ↘+Medium Kick

DRAGON PUNCH
→↓↘+Punch

FIREBALL
↓↘→+Punch. Can be done in the air

HURRICANE KICK
↓↙←+Kick

BIRDIE

CHIN SLAM
→↘↓↙←↖↑↗+Punch

HEAD-BUTT CRUSH
Charge ←, →+Punch

TURN AROUND HEAD-BUTT
Charge + two Punches/Kicks

SUPER COMBO 1
↓↘→, ↓↘→+Kick

SUPER COMBO 2
Charge ←, →, ←, →+Punch

BISON

DEMON FLIGHT
Charge ↓, ↑+Punch

DEMON STOMP
Charge ↓, ↑+Kick

DOUBLE KNEE PRESS
Charge ←, →+Kick

PSYCHO SHOT
Charge ←, →+Punch

TELEPORT
→↓↘+all three Punches or
←↓↙+all three Kicks

SUPER COMBO 1
Charge ←, →, ←, →+Kick

CHARLIE

AIR THROW
In the air, →+Medium/Hard Punch

FLASH KICK
Charge ↓, ↑+Kick

JUMPING BACK KICK
→+Medium Kick

SONIC BOOM
Charge ←, →+Punch

STEPPING BACK KICK
→+Medium Kick

SUPER COMBO 1
Charge ←, →, ←, →+Kick

SUPER COMBO 2
Charge ←, →, ←, →+Punch

CHUN-LI

KIKKOKEN
Charge ←, →+Punch

KNEE FLIP
↘+Medium Kick

LIGHTNING KICKS
Tap Kick repeatedly

RISING SPIN KICK
Charge ↓, ↑+Kick

SPINNING KICK
→↘↓↙←+Kick

STOMP
In the air, ↓+Medium Kick

SUPER COMBO 1
↓↘→, ↓↘→+Punch

DHALSIM

ALPHA COUNTER
←↙↓+Punch

TELEPORT
→↓↘+Three Punches or
←↓↙+Three Punches

YOGA BLAST
→↘↓↙←+Kick

YOGA FIRE
↓↘→+Punch

YOGA MUMMY DRILL
In the air, hold ↓ and press any Kick button.

SUPER COMBO 1
↓↘→, ↓↘→+Punch

SUPER COMBO 2
↓↘→, ↓↘→+Kick

GEN

Press all three punches or kicks to switch between Crane and Mantis styles of fighting.

ALPHA COUNTER
←↙↓+Kick

CRANE GEKIROU (MULTI-HIT)
→↓↘+Kick repeatedly

GEKIROU
→↓↘+Kick

HYAKURENKOU
Tap Punch repeatedly

SUPER COMBO 1
↓↘→, ↓↘→+Punch

SUPER COMBO 2
↓↙←, ↓↙←+Punch

MANTIS

JYASEN
Charge ←, →+Punch

OUGA
Charge ↓, ↑+Kick

SUPER COMBO 1
↓↘→, ↓↘→+Punch

SUPER COMBO 2
↓↙←, ↓↙←+Punch

GUY

BUSHIN (HURRICANE KICK)
↓↙←+Kick

ELBOW DROP
In the air, ↓+Medium Punch

FLIP KICK
↘+Medium Kick

OVERHEAD ELBOW
→+Medium Punch

RUN
↓↘→+Weak Kick

SUPER COMBO 1
↓↘→, ↓↘→+Punch

SUPER COMBO 2
↓↘→, ↓↘→+Kick

KEN

AIR THROW
In the air, →+Medium/Hard Punch

DRAGON PUNCH
→↓↘+Punch

FIREBALL
↓↘→+Punch

GROUND ROLL
↓↙←+Punch

HURRICANE KICK
↓↙←+Punch

OVERHEAD KICK
→+Medium Kick

VACUUM DRAGON PUNCH
→, ↓↘→, ↓↘+Punch

ROLENTO

AIR RAID
↓↘→+Punch

ALPHA COUNTER
←↙↓+Kick

LUNGE ATTACK
↓↘→+Kick

PATRIOT CIRCLE
↓↙←+Punch, Punch

STINGER
→↓↘+Kick, Kick

SUPER COMBO 1
↓↙←, ↓↙←+Punch

ROSE

AURA SOUL SPARK
↓↙←, ↓↙←+Punch

SLIDE KICK
↘+Medium Kick

SOUL ABSORB
↓↙←+Weak Punch

SOUL REFLECT DIAGONAL
↓↙←+Hard Punch

SOUL REFLECT HORIZONTAL
↓↙←+Medium Punch

SOUL SPARK
←↙↓↘→+Punch

SOUL THROW
→↓↘+Punch

RYU

OVERHEAD PUNCH
→, →+Medium Punch

SPIN KICK
→, →+Medium Kick

FIREBALL
↓↘→+Punch

HURRICANE KICK
↓↙←+Kick

DRAGON PUNCH
→↓↘+Punch

SUPER COMBO 1
↓↙←, ↓↙←+Kick

SUPER COMBO 2
↓↘→, ↓↘→+Punch

SAGAT

LOW TIGER SHOT
↓↘→+Kick

HIGH TIGER SHOT
↓↘→+Punch

TIGER BLOW
→↓↘+Punch

TIGER CRUSH
→↓↘+Kick

TIGER GENOCIDE
↓↘→, ↓↘→+Kick

TIGER RAID
↓↙←, ↓↙←+Kick

SUPER COMBO 1
↓↘→, ↓↘→+Punch

SAKURA

ALPHA COUNTER
←↙↓+Kick

DRAGON PUNCH
→↓↘+Punch

FIREBALL
↓↘→+Punch (button chosen decides range)

HURRICANE KICK
↓↙←+Kick

SUPER COMBO 1
↓↘→, ↓↘+Kick

SUPER COMBO 2
↓↙←, ↓↙←+Kick

SODOM

CARPET BOMB
Turn controller 360°+Kick

JITTE SLICE
→↓↘+Punch

POWER BOMB
Charge ←, →+Punch

TENGU WALK
←↙↓+Kick

SUPER COMBO
↓↘→, ↓↘→+Punch

SUPER COMBO 2
Turn controller 720°+Kick (unblockable)

ZANGIEF

ALPHA COUNTER
←↙↓+Kick

GLOWING HAND
→↓↘+Punch

LARIAT
All three Punches

SHORT LARIAT
All three Kicks

SPINNING PILEDRIVER
360° spin+three punches

SUPER COMBO 1
Turn controller 360° counter clockwise+Punch

SUPER COMBO 2
↓↘→, ↓↘→+Kick

War Gods®

Is this game the next *Mortal Kombat*? It's too early to be sure, but *War Gods* enthusiasts say it is. Whether or not it can capture the mighty *MK*'s crown, only time will tell, but we'd better brush up on our *War Gods* skills just in case. Thanks to the *War God* Internet warriors who contributed to this guide.

Basic Brutality

STANDARD MOVES

These moves can be executed by any character.

THROW
→+Low Punch

FIERCE KICK
←+Hard Kick

SWEEP
←+Low Kick

SHOVE
Block, Block

UPPERCUT
↓+Low Punch

3D WALK
↑ or ↓+(3D)

3D DODGE
↑ or ↓+(3D)+Block

RISE AND EVADE
←+Block

RISE AND ATTACK
→+High Punch+Low Punch

COMBOS

War Gods combos come in two forms. The most basic combos are pre-programmed like those in *Mortal Kombat*, *WWF Wrestlemania*, and *Killer Instinct*. The game also has traditional combos made up of a series of manual attacks.

FATALITIES

War Gods has a similar Fatality system to that of the *Mortal Kombat* games. At the time of writing, game developers at Midway have yet to release the codes for the Fatalities and Pit Fatalities.

WAR HEAD

SINGLE MISSILE LAUNCH
←, →+High Punch+Low Punch

DOUBLE MISSILE LAUNCH (3D)
←, ↓, →+Low Punch

SHOCK WAVE STOMP
→, →+High Kick+Low Kick

SHOCK WAVE FIST (3D)
Hold 3D, ←↖↑↗→+High Punch

BATTLE TACTICS

Bounce your foe with the Shock Wave Fist, following up with a combo or an uppercut. This can be avoided by blocking (press ↙), but it isn't easy when fighting War Head. Try holding 3D while launching missiles.

KABUKI JO

HOTFOOT CONTAINMENT
←, →+Low Punch+Low Kick

EXTENDED STAFF ATTACK
↓↙←+High Punch

RIGHT SAI THROW
↓↘→+High Punch

LEFT SAI THROW
↓↘→+Low Punch

TRIPLE-DIRECTIONAL SAI THROW
(3D)+Low Punch

SLICER
→, →+High Punch+Low Punch

SINGLE FIREBALL
←, →+Low Punch

DOUBLE FIREBALL
←, ←, →+Low Punch

KATANA SLASH
←, →+High Punch+Low Punch

TRIPLE FIREBALL
←, ←, ←, →+Low Punch

5-HIT COMBO
-INI- ←+High Kick, ←+Low Punch, ←+High Kick

BATTLE TACTICS

Use the extended Staff Attack to crush your foe. Alternate between Sai Throws to keep your opponent on his toes.

CY-5

TELEPORT
→, →+Low Kick

HIGH OPTIC BEAM
Hold (3D) ←↖↑↗→+High Punch

INSTANT COMBO PUNCHES
↓↙←+High Punch

ELECTRIC SHOT
←, ←+High Punch+Low Punch

LOW OPTIC BEAM
←↙↓↘→+Low Punch

CYCLONE SHOT
←, ←+Low Punch

BATTLE TACTICS

Electric Shot attacks are a great way to relieve the pressure when you're in deep trouble. Try using an Optic Beam as a follow-up.

TAK

ROCK THROW
→, →+High Punch

BACKBREAKER
→, ←+High Punch

STOMP
(3D), ←, ↑, →+Low Kick

BODY SLAM
←, →+High Punch

SUPLEX
→, ←+Low Punch

9-HIT COMBO
-INI- Low Punch, Low Punch, Low Kick, Low Kick, High Punch, High Punch, ←+High Kick

BATTLE TACTICS

Tak is best used at close range. Stand toe to toe and slug it out with throws and suplexes.

PAGAN

TELEPORT
→, →+Low Kick

SKELETON TRAP
←, ←+Low Punch

ELECTRICITY
→, →+High Punch

HELICOPTER KICK
←, ↓, →+High Kick+Low Kick

FRANKENSTEIN LEG TOSS
←, →+High Kick+Low Kick

5-HIT COMBO
-INI- ←+High Kick, High Punch, Low Kick

10-HIT COMBO
-INI- High Punch, High Punch, High Kick, High Punch, High Kick, High Kick, Low Kick, Low Kick, High Punch

BATTLE TACTICS

Pagan should fight defensively—she isn't a very good offensive fighter. Keep your distance by using the Teleport and Frankenstein, and follow up the Skeleton Trap with hard-hitting combos.

YALLAH

BEAR TRAP
↓↙←+High Punch

CHARGE
→, →, High Kick+Low Kick

SATAN BITE
←, ↓, →+Low Punch

SHIELD
↓↙←+Low Punch

AX THROW
↓↘→+High Punch

AX CHOP
→, →+High Punch

SLICE
←, →+High Punch

7-HIT COMBO
-INI- High Punch, Low Kick, Low Kick, High Punch, Low Punch

BATTLE TACTICS

Vallah's wide variety of moves, including charges and traps, make him a versatile fighter. When in close, attack with the Ax Chop. When fighting from a distance use the Axe Throw. This can also be performed in the third dimension.

MAXIMUS

TELEPORT
→, →+Low Kick

NET
←, →+High Punch+Low Punch

MACE
↓↘→+Low Punch

HAMMER
←, ↓, →+Low Punch

HEADLOCK
→+High Punch

GRAPPLER
←, →+Low Punch

BATTLE TACTICS

Maximus' Net and Mace attacks have a good attack range. When in close, wrestle your opponents. Trap your opponents with his net and follow up with a combo.

AHUA KIN

TELEPORT
←, →+Low Kick

CONTAINMENT
←, ←+Low Punch

CHARGE
→, →, High Kick+Low Kick

CLOTHESLINE
→, →+Low Kick

CYCLONE STAFF
↓↙←+High Punch

STAB
↓, →+Low Punch

SINGLE BLOWGUN SHOT
←, →+High Punch

DOUBLE
←, ←, →+High Punch

TRIPLE
←, ←, ←, →+High Punch

BATTLE TACTICS

Use the Cyclone Staff Attack to trip your opponents. The Blowgun is a great long-range weapon, and the Clothesline is very effective.

VOODOO

TELEPORT
→, →+Low Kick

SNAKE PULL
←, ←+Low Punch

LOW BAT ATTACK
→, →+Low Punch

HIGH BAT ATTACK
→, →+High Punch

CYCLONE CLAW
→, →+High Punch+Low Punch

BONE RAIN
Hold (3D), ←↖↑↗→+High Punch

8-HIT COMBO
-INI- ←+High Kick, High Punch, →+Low Kick, →+Low Kick

BATTLE TACTICS

After stinging your foes with your long-range attacks, grab your opponent with the Snake Pull and launch a combo or uppercut. Use the Teleport to escape traps.

ANUBIS

TELEPORT
→, →+Low Kick

PYRAMID CONTAINMENTS
←, ←+Low Punch

HIGH STAFF ATTACK
↓↙←+High Kick

LOW STAFF ATTACK
↓↙←+Low Kick

STAFF THROW
→, ↓, ←+High Punch

HORN CHARGE
→, →+High Punch+Low Punch

FIREBALL
←, →+High Punch

5-HIT COMBO
-INI- ←+High Kick, High Punch, →+Low Punch

BATTLE TACTICS

Use the High and Low Staff Attacks when close to your opponent, alternating between the two attacks. The Pyramid Containment traps your opponents and can be executed in midair.

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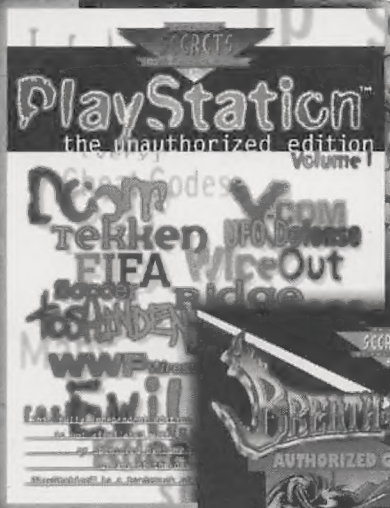

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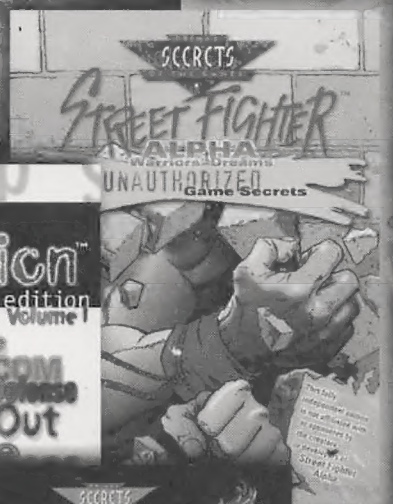

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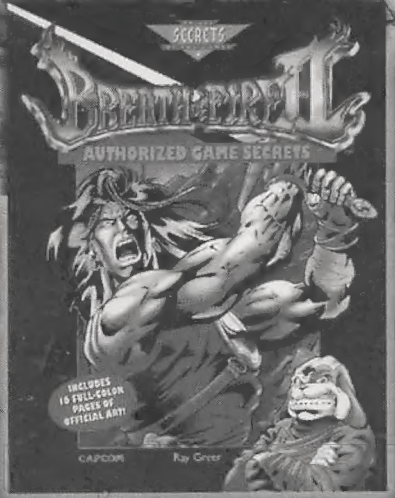

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